THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

CD VERSION

£5.50 ■ NOVEMBER 1996 ■ ISSUE 90
Hfl 22.95 ■ US $11.95

Achtung!

The Germans are coming! In offices and bedrooms from Bonn to Bremen, new software, revolutionary hardware and even new operating systems are emerging. Find out why and what this means for the future...

Accelerate!



Cyberstorm Mark 2 – the next generation of '060 accelerators from Phase 5

Browsing

Hisoft finally release IBrowse and Termite TCP – bringing the Amiga up-to-date on the net



Storming

The very latest C compiler has arrived from Germany – does StormC herald a new dawn for Amiga development?

Quantum Leaping

We continue with our extensive exploration of emulation. This month we take a look at QDos – the first multitasking operating system for home computers

Alien Breeding

You may have created a quick layout, but what are you going to put in it? This month's exclusive AB3D II editor tutorial will show you

Punishment!

A blow by blow review of what is claimed to be the greatest Amiga beat-em-up ever, Capital Punishment



Reviewed this issue: DNA, Humans III, Cyberstorm Mark 2, CD Drives, StormC, Termite TCP & IBrowse. PLUS: tutorials on Multimedia, Alien Breed 3D II, OctaMED and Real 3D 2

See back cover for details of the CD

Future PUBLISHING
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Cut, Pick & Post, - Cut, Pick & Post, - Cut, Pick & Post

Techinal Software

☐ ^+ V0298 NORTHC V1.3 (AB)
The latest update on the public domain 'C' environment for the Amiga that I am aware of.

☐ ^+ V0523 DICE C COMPILER (AB)
Contains Matthew Dillone full featured, powerful C compiler and environment system.

☐ ^+ V0786 PASCAL
Contains everything needed to program in Pascal. Includes A68k 68000 assembler, Blink, Linking software and PCQ, a modest Pascal sub set compiler

☐ ^+ V1041 DIGITAL BREAD BOARD
is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input etc

☐ ^+ V1056 DEVELOPER
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

☐ ^+ V1060 CIRCUIT BOARD DESIGN
Several terrific routines for the electronic enthusiast. Includes PCBtool, a circuit board design tool.

☐ ^+ V1200 GNU C++ COMPILER (3) [HD]
Theses disks consiste of the latest version of the GCC environment, Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

☐ ^+ V1213 PROGRAM LANGUAGES
ACE v1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's, run time shared libraries are required.

☐ ^^ V1227 GAD TOOLS V2.2C
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

☐ ^+ V1384 HOW TO CODE IN C (AB)
Coves Debugging, Intuition and Graphic, Kodeblotak, Tips & Tricks, Amiga AsmFranc, Doe Intuition, WB start, Dklaks, GadToolsBox and Power Source.

☐ ^+ V1430 N.D.U.K V37 (ABCD)
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startups, C include files, and tools

Popular Utilities

☐ ^+ V1362 CHECKERS TOOLBOX
Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical info.

☐ ^+ V1405 VIRTUAL UTILITIES
5 utils containing everything needed for any Amiga to make virtual memory from their harddrive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive. Requires MMU

☐ ^+ V1719 TELETEXT V2.3
It is suitable for any PAL Amiga requirements link systems req.) for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily switch between the Teletext decoder and a printer.

☐ ^^ V1335 LIBRARIES & DATATYPES
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes. There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

☐ ^+ V1641 SUPER KILLERS V10.0
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67, Keep the use of LHA which is in the c directory.

☐ ^* V1017 POST V1.86ENH (ABC)
PostScript interpreter which implements the full Adobe language. Supports Adobe type 1 and type 3 fonts, screen output, file output, and printer output.

☐ ^+ V1583 EPU DISK STAKKER V1.7
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed & when any compressed file is read by any application it will be decompressed.

☐ ^* V1039 HD INSTALLER (AB)
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

☐ ^* V1136 DISKSALVE 2
Repair your hard drive with this. recommended.

☐ ^+ V1326 C: COMMANDS & LIBS
The C and LIBS disk contains over 100 commands to within the C directory. Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

☐ ^+ V0490 MESSY SID II
once loaded will read MS Dos disks. Convert any text (ascii) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

☐ ^+ V1611 SNOOPDOS V3.0
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

☐ ^+ V1928 VIRUS WORKSHOP V4.8
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8.. Test it!

☐ ^+ V0424 ANTIFLICKER
A program to stop the Flickering when you use the Amiga in Hi res move.

☐ ^+ V1669 TUDE V1.0
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

☐ ^+ V1523 RELOKICK V1.41
ANOTHER(!) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

☐ ^+ V1356 NOERRORS V1.3
Its main function is to hide physical disk errors from floppy disks and hard disks, so those disks can then be used without DOS showing read/write errors.

☐ ^+ V0662 DCOPY V3.1
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

☐ ^^ V1164 (AGA) ASA FIX DISK
An entire disk full of utilities for those A1200/A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

☐ ^* V1360 WB2.0 TUTORIAL
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus attempt to explain the workings of WB2 as the manuals supplied with your Amiga.

☐ ^* V1242 RE ORG V3.11
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

☐ ^+ V0685 ASTRO ASTROLOGY V3.5
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventually cover all aspects of the subject which will appeal to professional as well as Novice astrologers not wishing to pay 200+ for a decent package. Updated version

☐ ^+ V0489 AMIBASE PRO II
Latest database program which is an update

☐ ^+ V0827 REPAIR IT V2.01
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OSS disk caching and FFS to the hard drive of a lesser operating system.

☐ ^^ V1661 NATIONAL LOTTERY
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

☐ ^+ V1679 COP THE LOT
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

☐ ^+ V1771 COURSE FORM
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

☐ ^+ V1778 LOTTERY CHECKER
is a great tool for checking lottery numbers. Good for office syndicates. Find "A" Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files, technical users are always finding these programs useful.

☐ ^* V1836 MRBACKUP V2.1.4
is a hard disk backup program for the Amiga. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

☐ ^+ V1932 X-FILES GUIDE
If you are interested in the x-files. It contains over 67k worth of text, ranging from episodes 1 & 2 to the x-files transcript.

☐ ^+ V1949 MORE HD INSTALLERS
installers for the following games: ABASE, Arnie 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MK3, FAFX, Fanzazi Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, Soft85, Trolls etc.

☐ ^+ V1965 BALLS
It can predict random numbers or numbers from pre-entered numbers of upto 72 weeks earlier. A well presented lottery predictor. If your into all the lottery hype get this.

☐ ^* V1969 AQUARIUM SIMULATOR
3d Aquarium Simulator (uses MUI2.0), check it out.

☐ ^+ V1982 SCOUT V2.1
Allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

☐ ^+ V1983 DOPUS UTILS 2
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

☐ ^+ V1987 LOTTERY PREDICTOR
For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench. Also it looks very nice! The added touch of the lottery symbol makes all the difference. The best lottery predictor yet.

☐ ^+ V1998 AMIGADOS GUIDE V1.5
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

☐ ^+ V1999 COP THE LOT PRO
This one will only generate random numbers, there is no option to actually make any sort of calculated prediction. There is also a Numbers drawn database and a My guesses database to help you keep a record of the numbers you have been choosing.

☐ ^+ V2001 NATIONAL LOTTERY
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

☐ ^+ V2004 LOCKUP V4.0
is the newest version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

☐ ^+ V2005 SHAPE SHIFTER 3.2
is a multitasking shareware Macintosh-2 emulator for the Amiga. It allows you to run mac software withour additional hardware. Now updated version.

☐ ^+ V2014 MESSY SID 3.0
this is the latest veriosn of which will read and write PC Floppy disks 720k or 1.44 if your drive can take it.

☐ ^+ V2015 MOVIE MAKER 2.0 (AB)
have you ever wanted to create your own movie and see it flourish in the Oscars, then nows your chance.

☐ ^+ V2026 ROUTE PLANNER
Highway trip planner. Requires MUI 2.2

☐ ^* V2051 DOPUS 5 EXTRAS VOL 1 (AB)
This set of disks contains a selection of new archives for use with DOpus v5.0

☐ ^* V2060 GFFT SPECTRUM ANALYZER
GFFT Version 2.03 is the update to GFFT version 1.12. The GUI is improved considerably (allows any font and screen color setup, has progress indicator, uses tooltypes, etc.), more features are added, bugs are fixed, and a new SpectrumAnalysis.guide is included (with lots of pictures) to explain spectrum analysis.

☐ ^* V2072 VIRUS_CHECKER V8.04
Best virus killer on the Amiga to date. Updated version with bug fixes and updated virus information.

Workbench & MWB

☐ ^^ V1043 SUPER DARK V2.1A
A screen blanker with some special features. It is similar to the After Dark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.

☐ ^+ V1964 COLOUR WORKBENCH
Allows you to basically change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to use.

☐ ^+ V1968 STAR TREK BACKGROUNDS
Heres some new backgrounds for workbench all based around the Star trek T.N.G series.

☐ ^^ V2045 ICONIAN v2.96
OS3.0 icon editor, NewIcon support.

☐ ^+ V2048 CALC
Arbitrary precision calculation/language

☐ ^* V2053 BLITZBANK V1.53 [1.5MB]
is a very powerful personal accounts system and is ABank compatible. 1.53 fixes two important bugs of the version 1.52 I couldn't wait for having new features because these bugs were really too annoying.

☐ ^+ V2061 BERZBENCH V1.1C
Probably the best patterns for WB

☐ ^* V2062 ICONO GRAPHICS V3.0
is a collection of eight colour icons for Workbench 2 and 3. All standard system icons are included, with many additional icons (PD/Shareware programs, different types of data, custom drawers, and ToolManager dock icons). This release includes about 350 high quality icons. Every icon contains an alternate image that is displayed when the icon is clicked on.

☐ ^^ V2063 MWB IMAGEDRAWERS
This is a full MWB image drawers' collection, I added 42 new drawers since the first release (MWBDrws_474). I was tired of wastin' time every time I was searchin' for a particular image drawer, so I collected all the drawers I found on Aminet in a single collection. I hope this could be useful to someone else, but if you still prefer searchin' through all Aminet files... good luck!

☐ ^* V2064 100 USELESS PATTERNS
102 background patterns in 2, 4, 8 and 16 colors.

☐ ^^ V2066 JTE MAGICWB ICONS 5/6/7/8
This package includes 90+ new MagicWB icons. JTE MagicWB Icons 6 - This package includes 37 new MagicWB icons, 1 WB pattern, 2 TMbrushes and 96 lame Pattern icons. JTE MagicWB Icons 7 - This package includes 60 new MagicWB icons. JTE MagicWB Icons 8 - This package includes 30+ new MagicWB icons.

☐ ^^ V2069 BREATHTAKING PATTERNS
Contains 11 photo-realistic backgrounds: Beach.png, BricksGrey.iff, Clouds.png, Confetti.iff, Mountains.png, Pebble.iff, Storm.iff, Studio.iff, Terrace.png, Thunder.png, Valley.png. You need a PNG-datatype and a program to adjust 16 colors of your Workbench to the right colours.

☐ ^^ V2070 MWB ICONS, PATTERNS
A collection of really nice MWB compatible stuff. Guide included.

Emulators

☐ !+ V0817 A500 PLUS EMULATOR
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

☐ ^* V1178 KICKSTART 3 EMU
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

☐ ^+ V1336 THE BBC EMULATOR
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

☐ ^+ V1659 MSDOS/AMIGADOS V2.3
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then they can be used through the shell as if they were AmigaDos commands. Great.

☐ ^^ V1868 PC TASK V3.1
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

☐ ^^ V1931 ZXAM v2.0
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

☐ ^* V2059 FRODO V2.2
Frodo is a multitasking freeware C64 emu for the Amiga. OS2.1 and a 68020 (or better) are required, as well as copys of the original C64 ROMs, which are not inc.

Office & Print

☐ ^+ V0675 HOME BUSINESS PACK (6)
GEO, Text editor. Text Plus 2.28, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOSMANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

☐ ^+ V1114 PRINT LABELS UTLS
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.3D, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

☐ ^+ V1279 PRINT A CARD
Want to print a business card or any other type of card then this is the software for you.

☐ ^+ V1222 PANASONIC STUDIO
The PanaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

☐ ^+ V1236 INVOICE PRINTER
Invoice printing that we help aid any small business.

☐ ^+ V0928 LITTLE OFFICE
Its the all rounder do everything, all knowing, all seeing!!! Well lets just say its very good.

☐ ^+ V1179 FILE-O-FAX
was designed to enable computer operations to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

☐ ^+ V1467 AWARD CONSTRUCT
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from. could also be used to make small posters, signs or leaflets. Easy to use and very effective.

☐ ^+ V1069 PRINTER DRIVERS HP
Deskjet 550 colour driver, Deskjet 500, Deskjet 500c, Epson HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, CanoN_48, Canon FJ 1080a, HP Paintjet.

☐ ^+ V1278 MAIL-O-DEX
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

☐ ^+ V1044 FANCY PRINTING
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

☐ ^+ V1357 CITIZEN MANAGER
The Citizen Print Manager has been designed in conjunction with Inesesoft.

☐ ^* V1051 EASY CALC PLUS
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that wouldn't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

☐ ^+ V1184 AMIGA DIARY
Amiga Diary is a mouse driven diary capable of storing all personal events and the perfect solution to all those forgotten birthdays, missed appointments etc.

☐ ^+ V0366 600 BUSINESS LETTERS
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

☐ ^+ V0782 FORMS UNLIMITED
Designed to help you design and print different forms. There are a wide number of options and controls which allow you to draw simple boxes, lines, etc in order to create forms for many different purposes. Good.

☐ ^+ V0390 AMIGA FOX DTP
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Text Editor, Graphics editor and loads more.

☐ ^+ V1680 AWARD MAKER 2
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

☐ ^+ V1751 PRINTER DRIVERS
CANONBJ600 v2.0, EPSON FX 850 v1.0 & LX 800, HP4DRIVER v38.8, HP4LSETTER v2.01

☐ ^+ V1858 DB V2.5
Small/fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look & 3.0

☐ ^+ V1862 INVOICE DATABASE V2
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it.

☐ ^+ V1865 LEGAL FORM GENERATR
Generates custom do it yourself legal forms. Database includes forms useful for EVERYONE, plus specialised forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS.

☐ ^+ V1995 BEGINNERS TYPING TUTOR
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game. On the word game you have to type a word in before the timer runs out. A must for all typers.

☐ ^+ V2003 REM DATE V2.0
Rem Date is a calender, reminder and filofax all in one. I found it quite good to use and would definetly buy the registered version which is availble from the author.

☐ ^+ V2019 TEXT ENGINE v3.0
Allows you to make your every own letters and documents then print or store then on disc.

3d & Graphics

☐ ^+ V1247 TEXTURE MAPS (ABC)
A collection of textures for use with the any program that will take high res textures.

☐ ^^ V1554 IMAGINE BUDDY (AB)
Here's some features of the new interface: Draggable and Sizeable text and index windows ☐ Button Gadgets for the Search and Move functions Improved Searching. The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

☐ ^* V1229 MAIN ACTOR V1.53
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

☐ ^* V1811 IMAGESTUDIO V2.0 (AB)
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system.

☐ ^* V1891 IMAGEDESK V1.6
Will catalog picture directories by generating small representants of the pictures, so called thumbnails.

☐ ^+ V1907 POVRAY RAYTRACER
Renders in a window on a public screen (even Workbench) with colour sharing. simple HAM/HAM8 support autodetects CyberGfx Screen and renders in direct Colour (15/16/24Bit) if possible.

☐ ^+ V1916 XFIG V1.2
This is an Amiga port of an X11 structured drawing tool that lets the user interactively create and manipulate on objects such as lines/circles rectangles/splines/text and other elements. Xfig can produce output in several different formats: Encapsulated PostScript, IBMGL (HP/GL), Pic, PiCTeX, LaTeX, box, epic, eepic, eepicemu, TextyL, tpic, X11 Bitmap, X11 Pixmap and gif.

☐ ^+ V1922 REAL 3D V2.X OBJECTS
Objects are pretty large in size, especially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000/030 + FPU is now equipped with 18MB RAM, and I can now raytrace all of my objects.

☐ ^+ V1925 SPACEDOCK STATION
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

☐ ^+ V2042 RAY STORM v1.11
Fast raytracer with many features

☐ ^+ V2047 SVIEW v5.10
SuperView V5.10 + Library 12.2

☐ ^+ V2057 IMAGINE OBJECTS 1 (AB)
Contains a selection of objects and extras for Imagine -

Comms

Why not check out our BBS (0181) 2510077

☐ ^* V1745 TERM V4.2 [030]
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

☐ ^+ V0979 NCOMM V3.0
is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

☐ ^^ V1722 AMIGA TO PSION S3/A
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa nfs like file access.

☐ ^+ V1852 FINALFAX 95
This is one of those arexx macros which are very handy for automating the more tedious jobs on your Amiga. This one allows you to select options for GPFax from within Final Writer. That means that there is no need to switch from Final Writer to Workbench.

Educational

☐ ^+ V1079 KEYBOARD TRAINER
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

☐ ^+ V0793 AMIGA BEGINNER
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

☐ ^+ V1845 DPAINT 4 BUDDY (AB)
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

☐ ^+ V1881 AMIGATRAINER
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book. every word there are 2 additions to enter.

☐ ^^ V1897 GEOGRAPHICAL ATLAS
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

Music

☐ ^+ V1266 THE OCTAMED TUTOR
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

☐ ^+ V1207 OCTASTUFF
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

☐ ^+ V1882 ART OF NOISE TRACKER
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

Tips and Cheats

☐ ^+ V1416 EYE OF THE BEHOLDERS
This disk contains a selection of utilities and software for Eye of the Beholder 1, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

☐ ^^ V1687 (AGA) FIXES VOL 1
This program disk will help AGA machine users get some added compatibility out of their older software. Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons).

☐ ^+ V1773 ACTION REPLAY CHEAT
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

☐ ^+ V1468 GAMES HD INSTALL
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are Bodyblows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

☐ ^+ V1662 HD GAMES INSTALLER 2
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, Elfmania, Aladdin AGA and Mortal Kombat 2. Great.

☐ ^+ V1885 NEW HD INSTALL
Hard Drive Install scripts for 3 games, Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

☐ ^+ V1988 DUNGEON MAPPER V0.3
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very useful. It also has Tetris on it if you boot it from Workbench.

☐ ^+ V1994 CHEATS COMPILATION
This disk is a demo which gives you a taster of what you can have if you buy the registered version. The demo gives you a choice of about 15 games to chose from.

☐ ^+ V2040 SW CHEAT v4.6
Over 1800+ game hints/cheats.

☐ ^+ V2041 F1GP Ed v3.03
Formula One Grand Prix / WC Editor & F1GP-Ed non-english translation files & Track data for GPDisplay

☐ ^+ V2056 TREK-THE GUIDE V1.6
Trek-The.guide is a complete Star Trek Database. It contains a listing of all the Trek series' complete with an episode synopsis, original airdate.

☐ ^+ V2000 BACK DOOR V6.0
There are cheats & tips for hundreds of different games including a lot of recent titles. There are even long entries for games such as Dune II, which is a tactical game, detailing good methods of play

GAMES

☐ ^^ 4431 BEST AGA TETRIS
Best pertaming tetris graphics, musics, 100% assembler

☐ ^+ 4434 BLACKDAWN v2.1
3-level Dungeon Master style Alien Breed- charge around the maze levels, shoot lots of aliens, find the lift & move on. but as it is in 1st person perspective view.

☐ ^+ 4442 SCORCHED TANKS V1.85
Artillery tank game. Contains loads of goodies like 70 weapons and 15 shield types as well as new goodies.

☐ ^^ 4449 PSSST
This is a 1990's version of the old Spectrum Classic PSSST Main features include: - 256 Colours. - Real Time frame rate. - No C code !!! (I Hate C) - Nice end of game sequence. - Three Levels of play.

☐ ^+ 4451 LAST LAP
is a car game for one or two players. It is excellent in two player mode. There are abouts 10+ different tracks for you to race around. Some of them are quite easy at the start but as you go on they get a lot harder. On the tracks they have these squares which if you drive over it shoots you on even faster they you are already going.

☐ ^+ 4452 SPELL TRIS
Tetris style game but the main difference is you use letters instead of just shapes.

☐ ^+ 4454 BATTLE TRUCKS
is a one or two player game in which you choose your own truck and then buy it. You can add nitros, new motors or even buy a brand new truck with your winnings from your races.

☐ ^^ 4457 SCREECH V1.5
This demo ame offers you the opportunity to run anything smaller than your car over! Improved graphics are on the way (whoopee!). Req 020's with 1MB chip ram and 3MB fast ram or 030's with 1MB chip ram or 700kb chip ram and 300 kb fast RAM.

☐ ^+ 4459 SUPER EARTH DEFENSE V1.5
is a classical shooting game.

☐ ^+ 4463 BOULDERDASH 64
A complete OS-friendly (multitasking) Boulder-Dash with C64 graphics and sounds. 68020+, AGA only (DblNTSC required), KS V39, asl.library, powerpacker.library. Smooth scrolling (27fr) original C64 levels+sounds, Cheats, Joystick and keyboard control, User definable games and levels, two player game.

☐ ^+ 4464 BREAKIN' BRIKS V1.0
Great version of the very cool Breakout type game. For AGA Amigas only. Works with 2Mb CHIP memory! - Improved performance with FAST mem. Great GFX.

☐ ^+ 4465 CHAMP'SHIP MANAGER ED
It was written because we had played the game to death & were looking for a way of putting some interest back.

☐ ^^ 4466 DPACMAN AGA
15 levels and 5 bonus levels. The registered version has 50 levels and 15 bonus levels and extra gfx and other improvements.

☐ ^+ 4467 JOUSTER 3
If you haven't heard of the good old favorite, Joust, then you're a pretty young or fairly old dude. :) Anyway, this game brings Joust to the Amiga and also has improvements such as powerups, etc. You can even have a pterydactyl as a steed. For 1 or 2 players. Check it out.

☐ ^+ 4468 PATCH LEMMINGS 2 TO HD
Patch to allow Lemmings2 to run from hard drive.

☐ ^+ 4469 CRITICAL HIT
is a highly detailed fantasy combat game, which re-creates tabletop war gaming on the Amiga (requires 1 MB RAM). A strategic war game with excellent graphics, 3 D landscapes and a wide variety of fantasy combat figures and scenery - Campaign and map designer.

☐ ^+ 4477 WIZZYS QUEST
is the best PD platform/puzzle game I have EVER played, so despite its bugginess (see below) I thought I'd upload it to Aminet. Wizzys Quest has 50 levels, getting progressively harder.

☐ ^+ 4479 BOB THE AMAZING LEMON
Amazing Pac Man clone which features a level editor, changeable music and many different wall and floor types including appearing walls, ice and water.

☐ ^+ 4485 LEGEND POUNDS ISLAND
Here we have an adventure game. Half graphical, half text based this game is played almost entirely using the mouse. Backdrops with objects to examine or use.

☐ ^+ 4486 MASH
An excellent game. You choose to control either a Squid (a potato on legs!) or a Tank. You then need to tackle a whole load of obstacles in order to get the enemy on the other side. Great graphics, great sound an allround classy.

☐ ^+ 4488 PSYCHEUAL
An Alien Breed clone. You are a bloke with a machine gun who has to run about each level shooting other people and aliens. The level graphics are good and show a lot of detail plus the gameplay is not too easy either.

☐ ^+ 4552 H.E.R.O
Something is going to happen. A big interactive event is going to take place. We are about to release a game which we had to miss for a long time now (too long if you ask me!). Coming soon is an Amiga version.

☐ ^+ 4553 ARMORED COMBAT EDITION
Full version of pete w storonski(i) mangled fenders: Armored Combat Edition! Drive tanks from six different countries in a demo-derby game with weapons! This FULL VERSION is freely distributible, as long as all files are intact and present. Uses Memory Conservation Protocols to make sure the game will run on low memory

☐ ^+ 4555 TRAIN DRIVER SIM V1.6
Profile chart generated in real time showing next 10 miles - Fog, in addition to Dry/Wet - visibility 100 yards, very slippery rail - Data updated and more crossovers added between Crewe and Carlisle - Key press detection improved - Now creates timings for any custom train : If, on the Startup screen, you type in a different Code from the built-in trains in the Save drawer, and then set all other parameters, and then click OK, the program will look in Trains/ and see if a file exists for that train.

☐ ^+ 4558 INTMERCS
Rebelstart type strategy game. Requires 2MB. For one or two players. Complete with four scenarios.

☐ ^^ 4559 WORMS MAPS
These are a buncha maps me and my flatmates made for the amiga version of worms.. Descriptions as follows - TUNNEL.WRM Underground warfare. ISLANDS.WRM Ninja Rope-tastic!. SCREAM.WRM Version of pic I found on AMformat Gallery. TRIPNTOWN.WRM Weird, spacy theme, with shafted palette (Was called NECROMUNDA.WRM in previous release). NECROMUNDA.WRM Ohh..You'll LOVE this one. BENZ.WRM Another shafted palette. But kewl though.

☐ ^+ 4560 DUNGEON HERO
Fantastic RPG like Dungeon Master

☐ ^+ 4561 ELDRITCH V1.35
Top-view adventure hack-and-slash.

New Utilities

☐ ^+ V2073 PRO-LOTTERY 96
Don't believe that lottery prediction is possible? Have a look at Pro-Lottery, and you might find that you begin to think otherwise! It DOESN'T pretend to guarantee you a jackpot win, but it does genuinely improve your chances of regular small-medium wins. Ideal for syndicates or individuals.

☐ ^+ V2074 PRO-FOOTBALL
An extremely easy to use, yet powerful prediction system for use on both football pools and football fixed-odds. Evaluates each match, and presents you with the most likely outcome.

☐ ^+ V2075 PRO-GAMBLE V2.2
An easy to use, yet surprisingly accurate, horse race prediction system. Requires little racing knowledge - just any daily newspaper and 20 minutes! Generates predictions in a useable format (eg. Placepot), and can even calculate your winnings for you!

☐ ^+ V2076 PRO-GREYHOUNDS
As Pro-Gamble, but for the dogs - very user-friendly.

☐ ^+ V2077 BOOKIE BEATER
Ever been unsure as to which selection in an event you should back? Bookie Beater allows you to bet on more than one, safe in the knowledge that you'll make the same profit no matter which one wins! Can be used for any 'bettable' event.

☐ ^+ V2078 EASY CALC V2.0F
Fast and good-looking spreadsheet

☐ ^+ V2079 EVERYDAY ORGANISER V1.1
Versatile Multi-Program Personal Organiser system. Second Release.

☐ ^+ V2080 FINANCIAL ACCOUNTS
is a shareware accounts program that can be used to help run a small business, or just to keep track of household and personal finances. Various reports can be listed and printed that analyse various aspects of your accounts, ie income and expenditure, VAT, budget progress, account statements, networth, portfolio, etc.

☐ ^+ V2081 PAGESTREAM 3.0I FREE UPDATE (ALL VERSIONS)
To reduce the amount you need to download, we have provided patches from all recent versions. Most people should just need to download a single patch (two files). If you have an older version, the most you will need to download is two patches (four files).

☐ ^+ V2082 APTBBS V1.00 - BBS
is a free unrestricted BBS program. It is hoped that regular users will wish to register their version to show their support. But meantime they can fully access the software to see if it suits their purposes.

☐ ^+ V2083 CITADEL BBS V3.42.012
This is the Citadel BBS program. This version will run on any CPU and should run on any Amiga Model with at least 512K and 2 floppies!

☐ ^+ V2084 DAYDREAM BBS V1.20
DayDream BBS is a shareware BBS program. DayDream BBS is a conference based BBS program like AmiExpress, FCBoard, LogicBBS etc.

☐ ^+ V2085 ROLE-PLAYING GAME BBS
This archive contains the executables, support files, fonts, and libraries. It is all you need to run the program. Although disks #2 & #3 are optional, they contain special support files and documentation that really make this program shine.

☐ ^+ V2086 VISUAL E DEVELOPER PROFESSIONAL V0.9
Visual E Developer Professional V0.9 DEMO ©1996 Per Johnson. A visual develop-environment, like Visual Basic. Requires the language E. Click and drag to make your applications. Write the code in event functions, like Visual Basic. Supports public boopsi gadgets. Visual inherits windows. Layout-functions like spread and align.

☐ ^+ V2087 MISC DISK UTILS
A selection of disk system utilities to format bad disks, undelete files, create your own disk bootblocks, compare files, show block usage, split larger files, virtual floppy disk utility, Noise saver for floppies and hard drives and much much more.

☐ ^+ V2088 BACK-IT-UP 5
Contains a selection of Amiga backup software for your hard drive needs. ABackup v5.11, BackMan v3.0m, DBackup v2.3.4WU, Fitter, FCRestore and ucaback v9.2

☐ ^* V2089 AGA EMULATOR V1.0
Emulate AGA-chipset on your Amiga.

☐ ^+ V2090 OCTAMED 5 TUTORIAL (A-O)
is the complete OctaMED V5 Companion in Amiga.Guide Format. We have now released it as Freeware. (copyright retained).

☐ ^^ V2094 FANTASY BACKDROPS MWB
I made these backdrops since I didn't think there were any nice backdrops that utilized the wonderful MagicCopper program. My icon with the appropriate settings for everything is included.

☐ ^* V2095 FANTASTIC W/B V2.0 (AB)
New Magic WB2.0-style collection, high quality, fit-standard size icons, Brushs and other MWB-stuff.

☐ ^^ V2096 TWISTED MAGIC W/B
Twisted Magic Workbench features 27 twisted AGA pictures for use with your workbench as a background. Look at it this way: instead of that boring grey screen you now get a twisted picture with a REAL FULL AGA Coppertail. This is generated by a tiny program called Magic Copper, which you can find in the 'Misc' drawer of this package. You also require the MagicWB 2.0

☐ ^+ V2099 DEEPSPACE 9 PICTURES
This pic is complete with StarTrek Logo. This is my latest StarTrek project. It was finished 12-4-96 after about 1 week of work. Effective modelling time was about 20 hours. Rendering time for 800x600 is about 5 hours with GLOW on a 28MHz 040 and 32Mb of ram. The project file will also be uploaded to Aminet.

☐ ^+ V2100 VOYAGER PICTURES
Closeup on Voyager from above. Modelled in Real3D v3.3. 1024x768. By Anders Erlandsson.

☐ ^+ V2101 WEB PAGE MAKER (AB)
This Web page editor is unique and REQUIRES NO KNOWLEDGE OF HTML. It's easy point and click interface makes Web page creation a snap. The Appetizer is an appetizer for the soon to be released full featured Commercial editor, Page Monster. Appetizer is fully functional using OS 3.0+, but will also run with OS 1.3 with some limitations. Enjoy!

☐ ^+ V2103 PRINTER UTILS & DRIVERS
New updated printer drivers and utilities. HP_CONTROL.LHA (95K) Setup tool for HP-printer V1.65 LJ4800STI21.LHA (45K) LaserJet4 Printer Driver Package 1.21 PRINTER-SPOOLER.LHA (82K) Printer spooler. V1.1 PSUTILS_VR10.LHA (183K) Manipulate postscript files v1.10

☐ ^^ V2104 HDCLICK V3.0
HDClick is a program-selector/HD-menu. With HDClick, programs can be started very easily by selecting gadgets with your mouse. You can choose between a Screen or only a small window on the Workbench. HDClick also has an AppIcon and AppWindow-function that make it possible to easily view pictures, texts or decrunch files by dragging icons on the AppIcon/AppWindow.

☐ ^* V2105 BOOT & C COMMANDS
Contains various simple little utilities which can be used within your startup-sequence or from workbench, Blank the Border, Gadgets for Workbench, Bootscreens, Kickmapper, workbench sounds, system spped hacks, start a program, softboot, and the best launcher for your aplications.

☐ ^* V2106 WINDOWS 95 TASKBAR
Contains various programs to enhance your workbench with windows 95 utilities for the Amiga.

☐ ^+ V2107 RAINBOOT
is another bootpicviewer, but it also has several extra goodies. Here is a small list of some of the features: Shows IFF-ILBM files. HAM is not supported, because it would mess up with the text output. Different viewmodes are also supported. Displays config (and more) while loading on screen. Plays normal IFF-samples.

☐ ^+ V2108 VIRUS WORKSHOP V6.1
Latest version of VirusWorkshop.

☐ ^+ V2109 MAD HOUSE BLANKERS 2.1
is a modular screen saver like others. We tried to make the main program (the 'server') more configurable and to program nice blankers - here is the result, we hope you like it! 60+ modules.

☐ ^+ V2110 IMAGE DESK V3.0
is a program to catalog graphics archives by generating small representations of pictures, so called thumbnails. Those thumbnails are internally being expanded into objects which include all essential data of its represented picture.

☐ ^+ V2111 ROUTE GERMANY (ENGLISH)
This is a german of Amiga Route 2.0. It's fully localized, but the english documentation isn't finished yet. I will release the english version, when the docs are finished.

CODE REFERENCES

^+ Works on all machines
^* Req Workbench 2.0 or above
^^ Req Workbench 3.0 or above
(ABC) Product has ABC disk (ie, three)

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AMIGA FORMAT CONTENTS

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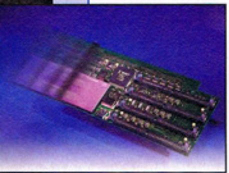
AF NEWS







AF SERIOUS











AF CREATIVE



AF REGULARS





COVER FEATURE

Achtung!



Much Amiga hardware is now being developed in Germany. German companies like Maxon and ProDad are powerful forces in the software market. What exactly does this mean for the future of the Amiga?

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QUANTUM LEAP?

SCREENPLAY

31



Capital Punishment: Smooth graphics and superb gameplay.

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Humans III: Cute characters needing your help.

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Gamebusters: Learn how to make that dinosaur bashing move.

Coverdisks

Art Effect 1.1



Disk A
The demo of this great new art package – at last the Amiga might have a program to rival Photoshop on the Mac and PC

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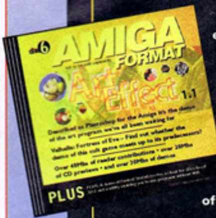
Fortress of Eve



Disk B
A demo of the latest Valhalla game.
Plus: *Football Stats Pro*, a cheat for *AB3D II* and a utility enabling you to run programs without going through Workbench.

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CD-ROM



As well as all the excellent programs that feature on this month's Coverdisks we've got over 20Mbs of music mods, over 40Mbs of reader contributions, over 20Mbs of CD previews and over 30Mbs of demos. You'll also find hints and tips for over 1300 games. Enjoy!

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Coverdisk Instructions

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NOVEMBER 1996

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PRINTED IN THE UK BY **St Ives PLC**

NEWSTRADE DISTRIBUTION
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42,655 January – June 1996



CYBERSTORM P54
Not bigger, but better and faster certainly, as **Simon Goodwin** finds out. Also, check out the news pages for the latest on the Cyberstorm PowerPC.





REAL 3D2 P92
We never knew **Graeme** had any sort of talent whatsoever until he started writing this excellent tutorial.



IDE DRIVES P56
Connecting external devices just gets cheaper and easier as this new system proves.

DNA P35
Genetic puzzling on the battlefield in this interesting first release from Applause.





EMULATE P23
If you have a hankering to return to the days of the QL, check out this feature (and find the software on the CD).



HUMANS III 37
More comic puzzling in the follow up to, er, Humans II, I expect.

Month In View

This month the irrepressible Nick Veitch is trying to convince us all that C compilers are actually important...

Four years. That's about how long it is since I did any C programming. But this month I was compelled to check out the *StormC* development system from Haage & Partner (who, incidentally, also make an appearance in our cover feature this month). It wasn't just that I had a desire to see how much I could remember, or even that StormC looked so good that I couldn't resist playing with it (although it does).

It was rather the realisation that this software, along with other development tools like *PhxAss* (written by another German, who also appears in our cover feature), represents the future for the Amiga, certainly at the high end level, and eventually for home users too. Both of these products are being developed to take advantage of Amigas equipped with faster processors (speaking of which, check out the news on the PowerPC upgrade). Software development is crucial. The PowerAmiga will have the raw speed to thrash the average PC, but without the software it will be all for nothing. So you see, tedious as these things may be to some people, they are actually vital to the future of the Amiga.

Of course, I did have to take a break or two to play the rather excellent *Capital Punishment*...



Nick Veitch, Editor

Amiga Mice

Replacement Mice £6.95
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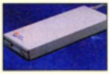
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including colourful labels

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FOR AMIGA 500/500+ 1500/2000/4000
AT-Bus hard drive controller A2000 ... £69.00
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Alfapower-120 120Mb hard drive ... £159.00
Alfapower-250 250Mb hard drive ... £179.00
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Alfapower-1.2G 1.2Gig hard drive ... £269.00

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2Mb SIMMS £30.00
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Memory for Alfapower (old)
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IDE-540 540Mb hard drive £199
IDE-810 810Mb hard drive £249
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IDE-1.2G 1.2Gig hard drive £399

IDE 3.5" Hard Drives

FOR AMIGA 1200
IDE-540 540Mb hard drive £129
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IDE-1.0G 1.0Gig hard drive £175
IDE-1.2G 1.2Gig hard drive £179
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DD floppy disks (100) *including multicoloured disk labels* £25.00
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Plain Wristrest £3.50
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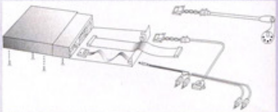
Quad Speed CD Rom for A500 .... £129
(needs Alfapower V6.8 or higher)
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(inc CD32 emulation)
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AMIGA FORMAT news



A 150MHz PowerPC 603e will form the basis of the first PPC Amiga expansion, based around the new Cyberstorm Mark 2 accelerator card.

Delay for Phase5 PowerUp Project

Phase 5's planned PowerPC based Amiga, the aptly named PowerUp project, has hit delays, largely as a result of wrangles over Escom's bankruptcy.

Revealed in *AF*86, the PowerUP project is an ambitious attempt to produce a PowerPC based Amiga clone which would have backward compatibility with older software, but also take advantage of the much more powerful PowerPC processor.

Now Phase 5 tell us they have been forced to modify their initial plans, after it became clear that talks with Viscorp could not commence until the details of their purchase of Amiga Technologies have been finalised.

The short-term goals of the the PowerUp project have now been adjusted to take into account the fact that early availability of a fully PowerPC based AmigaDOS replacement is unlikely. Instead, the emphasis of the project at the moment is to get their PowerPC upgrade cards finished.

These cards, based around the Cyberstorm Mark 2 (reviewed on page 54), will piggy-back a 68040/060 and a PowerPC chip, allowing full backwards compatibility with the existing operating system (existing CyberStorm Mark 2 owners will even be able to add the PPC module to their card). The PowerPC chip will be accessed through a series of special libraries, enabling programmers to develop and test PowerPC software in a stable environment. A special native PPC scheduler will allow multitasking, and parallel processing with the 68k chip, but the PPC will still not be able to call OS functions directly.

This upgrade card will then form a solid basis on which new software, and indeed the replacement operating system, can be developed – specifications for the completely PowerPC-based Amiga clone should be released in the next few months.

Developer versions will begin shipping late September, with a full release to follow soon.

PageStream3

Soft Logik have pledged their continued support for the Amiga with the announcement that they are releasing PageStream 3.2.

The company say that the release of the fully featured DTP package illustrates their continued commitment to their Amiga customers.

"We'd like to thank our customers who have stuck with us through the last couple of years" said a company spokesperson.

"The only way we can continue to support them is if we release regular upgrades. We've been listening to their requests and have added some of the most popular features," he continued.

New features include:

- **Configurable toolbar**
- **Show/Hide toolbar**
- **Eyedropper tool**
- **Hanging Indent button**
- **Increase/Decrease Indent buttons**
- **Default Tab spacing**
- **True Pasteboard**
- **Open Recent**
- **Effect filters**
- **Masks**

Matching script commands have been added for all of the above features. The price for the new release has not yet been set, but there is expected to be only a minor upgrade fee.

SoftLogik
PUBLISHING CORPORATION



DO IT YOURSELF

Many Amiga users are keen to upgrade their equipment by the cheapest means possible and Eyetech have just announced a range of products designed to help people do just that.

If you want to buy part of the CDPlus package to use with an existing CD-ROM or hard drive then Eyetech are offering power supplies, cables and casing, all at very reasonable prices.

Eyetch are also offering a 10% reduction on all orders over £100 made before the the 30th September. For more information call Eyetech on 01642 713185 or email at: **eyetech@cix.compulink.co.uk**

A WELCOME TO POWER READERS

Hello there. You used to read that Amiga Power didn't you? Well, look, we're not going to hold it against you Okay? I mean, they've all pushed off now, and anyway the differences we had were fairly minor. I mean, take *Rise of the Robots*. We gave it 19%. It was not very good. Likewise *Kick Off '96* is this year's lowest scoring game with just 9%.

So you see, we were all on the same side really. And if you don't believe us, check out the kicking Andy Smith dishes out to, amongst other things, games sent in by our own readers...

24 HOUR HELP

Direct Software, the company featured in last month's news are now running a 24 hour helpline for Amiga users. Call them on 01623 759498.

OUR APOLOGIES

Last month (*AF89*) we failed to credit Alexis Liosatos for the artwork on the cover. Our apologies to Alexis for the mistake.

Announcing AWeb II

AWeb, the popular Amiga web browser is now updated and is being released commercially. The new browser will be bundled with "HTML-Heaven", a suite of HTML generating tools by Paul Kolenbrander, and additional web utilities in a package to be called "AWeb II". This will be distributed in the UK by Blittersoft at a retail price of £39.95.

AWeb II is available now and will include:

- Support for background images, localisation, icons, hierarchical hotlist, background/text/link colours, image borders, centering, enhanced lists, user-configurable ARexx menu, more ARexx commands, limited frame support, history window, external default images, plug-in support for mail/FTP/telnet/news, automatic TCP stack start/stop, and other new HTML 3.2 tags, with more to come.
- HTML-Heaven v2.0, with new ToolChest and Charrie programs, added support for HTML 3.2 tags, HTML tutorial, and WYSIWYG editing using AWeb with almost any ARexx compatible text editor. Create your own Web Pages and documents with ease by simple point & click insertion of tags from the tool lists, and now Charrie adds HTML entities as well. More new features are under development.
- AWebMail & AWebFTP ARexx plug-ins by Josef Faulkner.
- FTPMount v0.8, an FTP filesystem plug-in by Evan Scott.
- HTTX, an HTML to text conversion program by Gabriele Favrin. This will allow the page to be either saved as a file or printed as formatted text via the included ARexx plug-ins.
- Some additional ARexx plug-ins and Locale catalogues should also be available by the release date.
- A free upgrade will be provided to registered purchasers of AWeb II once the addition of table support and further HTML 3.2 features have been completed.

The authors wish to assure the existing registered users of the shareware versions of AWeb v1.x and HTML-Heaven v1.x that they will be able to upgrade to the new version.

AWeb II requires at least 2Mb RAM and more is recommended; Workbench/KS 3.0 or better; a TCP/IP stack to access the WWW; and the appropriate GIF and JPEG datatypes.

Design a Logo

Viscorp have announced a new competition that aims to prove their commitment to the Amiga. They want a new logo, incorporating the trademark images of the Amiga and are inviting budding artists to have a go at designing one. The logo will appear on all corporate information and the winning design will be credited on the official corporate information packet. The specifications of the new logo are as follows:

1. The logo MUST be in a form that will show up in NTSC and PAL broadcast video.
2. The logo must be in a form colour separatable and printable.
3. The logo must incorporate the Amiga double-checkmark in the "V" of Viscorp.
4. The logo should incorporate the Amiga rainbow colour stripes in the "o" of Viscorp.
5. The logo must be designed on an Amiga.

All entries should be sent to Viscorp, 111 N. Canal St. Suite 933, Chicago, IL 60606, USA.

Save Save Save...

Gordon Harwood Computers have announced price cuts on their Amiga products and the release of a range of new Blizzard accelerators.

The price cuts, effective from September mean that buyers can save £20 on the Blizzard 1230-IV and the Blizzard 1260 and up to £50 on the Cyberstorm II '060.

New products due for release during September and October include a low cost Blizzard 1240 for Amiga A1200 Tower System owners, a Blizzard 2040 for the A2000 and a Cyberstorm II 040 accelerator for the A3000/3000T/4000/4000T. For full details of price reductions and new products contact Gordon Harwoods on 01773 836781 or email at: 100271.3557@compuserve.com.



CUCUG web site goes East

Amiga users in Eastern Europe can now access Amiga sites on the web faster and more reliably. The Champaign-Urbana Commodore Users Group (CUCUG) announced today that Inter-Spider, an Internet Service Provider located in Cracow, Poland, would be hosting its popular World Wide Web site.



Iprom is the UK mirror site for the Amiga Web Directory.

CUCUG maintains the award-winning Amiga Web Directory and Agnes, an advanced Amiga WWW search utility. Both have become very popular with Amiga users throughout the world.

A process known as "mirroring" makes an identical copy of a Web site available to users closer to their own connection on the Internet. This usually results in more reliable connects and faster response.

CUCUG's webmaster, Kevin Hisel stated, "Users in Eastern Europe have been asking us to set up a mirror there for quite some time. We are grateful to Inter-Spider for finally making it possible."

Zbigniew Baniewski, proprietor of Inter-Spider added, "There is a need to establish an easy-to-connect site with news from Commodore world for many polish Amiga users." He went on to say that, "there was also a sentimental reason – my first computer was a Commodore VIC-20!"

According to Hisel, this is CUCUG's fourth mirror. Other mirrors are currently located in Australia, Italy and the United Kingdom.

The primary CUCUG site is maintained at Champaign, Illinois in the United States. The address for the new CUCUG mirror site in Cracow is:
http://www.ispid.com.pl/mirrors/cucug/
CUCUG's main site can be found at:
http://www.cucug.org/
and the UK mirror site can be found at:
http://www.iprom.com/amigaweb/amiga.html





The Amiga Web Directory is a hugely popular web site with Amiga users from all around the world. Now users in Eastern Europe can enjoy it too.

Winners



In the August issue of Amiga Format we ran a competition in conjunction with 21st Century to win a set of four pinball games, comprising Slam Tilt, Pinball Fantasies, Pinball Illusions, and Pinball Mania. We were inundated with postcards – but surprisingly many of you got the answers wrong. The correct answers were:

1. Slam Tilt was the game to receive the highest review score in AF.

2. A 'tilt' is a bad thing that happens when you jiggle the pinball table.

3. Nick Veitch had the best score on the local 'Twilight Zone' table and

4. Tommy was the name of the deaf, dumb and blind kid in the famous opera who "sure played a mean pinball".

The winners of the games are: Lee Atkins, Oswaldtwistle, Lancs; Miss G Corns, St Helens, Merseyside; Mr P. J. Moon, Portland, Dorset; Luigi Dorenzo, Italy; Chris Ward, New Eltham, London; Andy Till, Wimbourne, Dorset; Doug Kyle, Northampton and Rachel Southgate, London. Congratulations to all the winners – if you haven't already got your prizes they will be with you soon.

The Bradford Column



It's a real shame when previously respectable software publishers decide to push any old rubbish out because they decide a format is living through its last days. Do they think that owners are so desperate for new software that they'll buy anything simply because it's new? Obviously they do; that can only be the reason why Anco saw fit to stick *Kick Off '96* out into a disbelieving marketplace. Well, they're only Amiga owners, aren't they? This will probably be our last release so it doesn't matter.

Ridiculous. Should they ever decide to release another Amiga title the poor blighters who have rushed out and bought *KO '96* will shun it like the plague. And what about Amiga owners who subsequently move to other formats? When they see an Anco title; 'Ah Anco, that rings a bell. Oh yes, Kick Off '96. Ugh...'? And bloody good job too. If any other software publishers have a cack title kicking around please, thanks for the thought, but we'd prefer to remember you when you were at your best. And it's in your own best future interests too.

Do they think that owners are so desperate for software that they'll buy anything?

There is one good side to the world and his wife moving to PC too, of course. Those insidious individuals who made a living out of commercial piracy have also deserted the Amiga. Copying *Monkey Island 2* onto 11 floppies? Leave it out John, that's far too much work. You want CD-ROM, you do. Get 100 titles onto one CD. Lovely.

Hopefully the software companies and developers who continue to support the Amiga will not suffer anything like as much as their predecessors (who, ironically, have nearly all gone to PC and are suffering even worse than ever). They might not sell 100,000 copies of *Charlie Chimp 4* (hell, they won't) but neither will it be making unscheduled appearances on a BBS or car boot sale. Which, given the enormity of the problem in the PC market (bracing itself for the arrival of DVD – each disc can contain the equivalent of 12,430 3.5" floppies) must be some consolation.

Finally, has anyone ever seen an Amiga Surfer pack outside of a computer show mock-up-this-is-the-box-and-it's-shipping-real-soon-now? Did it ever come out? Even little old ladies are now talking about the Internet and AT missed a glorious opportunity of hitting the public with a 'all in one box at a reasonable price' Internet proposition. And every day that goes by these little old ladies are spending £1,500 out of their pensions on a machine that will be obsolete in a year. They could be buying an old-tech machine which would have done the job just as well but for a third of the price. Makes you bloody spit, doesn't it?

Dale Bradford is now appearing in the popular farce "When Did You Last See Your Retailer?" at London's Olympia. Amiga Format doesn't necessarily agrre with this or, indeed, anything he may say in his so-called "column".

Become an expert at the rather satisfying dinosaur slug fest that is Primal Rage
GAMEBUSTERS PAGE 43

To cap it all?

Full of determination to create what they consider to be the best Amiga games ever, Andy Smith chats to Canadian newcomers ClickBOOM...



So, Alex, has anyone, you know, told you that you sound a lot like Peter Lorre? Go on, say 'The haaaand'.



No really, Alex, you do! Don't laugh out of politeness, I'm sure I'm not the first to have pointed it out to you!

Capital Punishment's creators, ClickBOOM, may reckon they've created the best Amiga fighting game ever but for the definitive review, check out page 31 of this very issue.

One thing's for sure though, they talk a good game. Alexander Petrovic, manager of ClickBOOM, reckons they've knocked all previous Amiga fighting games into a cocked hat by concentrating on the playability. "We've put a lot of effort into making *Capital Punishment* look tremendous – our guys can do some amazing graphics – but that's not the main thing. We wanted the game to be playable above all...".

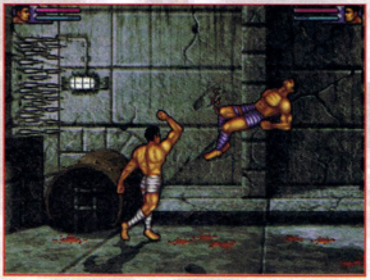
Capital Punishment began life a couple of years ago after Alex had been tinkering around on the Spectrum during the 80s. After being wowed by some early Amiga games and after becoming bored with life as a graphic designer, Alex persuaded his bosses at Pxl Computers to get into games. Amiga games. But why the Amiga? And not the PC? "We love the Amiga, anyone can do PC games, and we have also started to develop *Capital Punishment* for the PC, but it's not as advanced as the Amiga version because that's the one we've been concentrating on. I love computers, I'm not into consoles like the Sony PlayStation or the Sega Saturn because the games you get for them look fabulous, you know, but they have no playability. I want to create games that are fabulous to play as well as being fabulous to look at."



Let's call this 'Hanging around?' How about 'stuck up?'. Or maybe you prefer 'nailed?'. We could do more, but I think you get the picture. This signifies the end of the bout by the way.

And what makes *Capital Punishment* better than *Street Fighter*, *Primal Rage* and all the others that have gone before? "Those games are like, you know, not authentic enough. You can just hit your opponent somewhere near the arm say, and they fly across the screen. We don't want that, we want people to play *Capital Punishment* and be able to recognise that this is like real gameplay. You know."

And so what of the future? "Obviously we've got to see how well *Capital Punishment* does, but we're sticking with the Amiga. That's our plans. Obviously if it does really badly or we get really ripped off by the pirates then we're going to have to think again, but we're sticking with the Amiga. We're also going to be doing stuff on the PC too, but we love the Amiga and we will be making more games for the Amiga. Our next game's going to be a kind of shoot-em-up. Possibly."



DOF! The bloke in white bandages slugs the bloke in blue bandages. Probably for looking at him in 'a funny way'. Or spilling his pint.

Rush along to page 31 for the definitive review of *Capital Punishment*, and if you'd like to get hold of a demo of the game visit their website at:
www.io.org/~clkboom/amiga/
or write to them at:
Pxl Computers • ClickBOOM,
1270 Finch Avenue West,
Unit 13 • M3J 2G4,
Toronto • Canada



"Look! Athlete's Foot!"
"Argh! Crumbs, Colin, get it away!"
"Sorry Alan, thought you'd want a look..."



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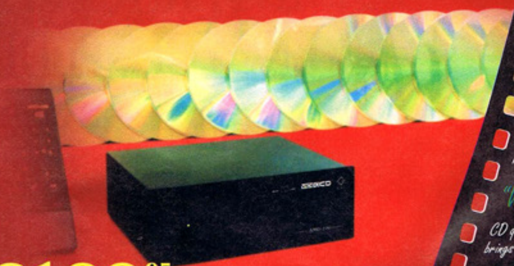
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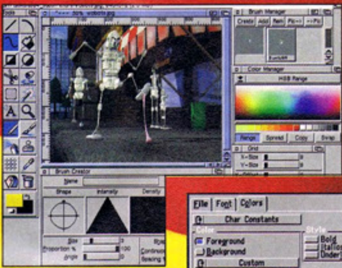
From accelerators to operating systems, big things are happening in Germany, as *Amiga Format* were pleased to discover...

Contents

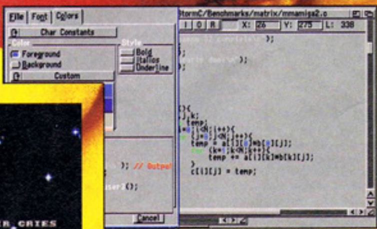
The Amiga may well have been originally designed in America. It may have originally been owned by an American company. It may even have been accompanied by manuals which insisted on Americanised spellings. But the spiritual homeland of the Amiga is Europe. Nowhere else did the machines sell in such huge numbers, or have so much support.

Not surprisingly then, a lot of software and hardware development goes on in Europe. While it used to be true that the UK had it's fair share, maybe more than it's fair share, of developers (and don't think for a moment that we don't have them anymore – look at Digita, Almathera, HiSoft et al.) it seems more and more the case these days that German developers have a large share of the market.

Over the next few pages we will be exploring the German Amiga market and it's key developers, how the machine got where it is and where it's going in the future. As you will see, the very future of the Amiga is at stake...







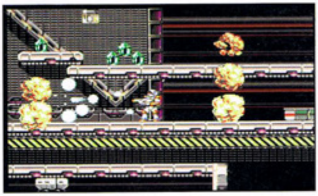








German developers have also been responsible for classic games, like *Historyline*.



It's just a shot away... *Turrican* was fast, playable, explosive and German.

First of all, there was the A1000. While it was being launched in America, amongst loads of typically over-the-top razamatazz and parties and endorsed by famous names like Andy Warhol and Debbie Harry, Germany, like the rest of Europe, had to wait.

When the A1000s did arrive there were no marching bands to hail their arrival, no famous artists to wave and smile. There weren't even that many dealers stocking them. As in the UK, they slipped quietly into a few select stores, and were quickly purchased by the few people who knew anything about them.

But soon, all that was to change. The A500 had an immediate fanatical following. Just like in the UK, this low price, high spec Amiga hit the right spot when it came to value for money.

Daylight Robbery

One of the major reasons for the rapid uptake of machines was, ironically, the very reason which started to make game developers wary of the Amiga market – piracy. Not only was the Amiga cheap and powerful, with a great range of games software, but you could be assured, if you really tried, to get hold of most of this software very cheaply.

While a significant amount of piracy in the UK was done on a more personal basis (the old "hiring" a game from a legitimate software library for a night, copying it and then returning it – or even more evilly, buying the game, copying it and taking it back for a refund claiming it was defective), our cousins on the continent were even more organised. A former German "cracker", turned demo-coder told *AF*: "Everyone was doing the same thing. There didn't seem to be anything wrong in it, it just seemed like the thing to do. You didn't even have to bother with the pirate [BBS] boards, so many people had the equipment you could even buy [pirated disks] in stores."

It is hardly surprising that much disk copying software emerged from Germany and surrounding countries. Of course, there were legitimate uses, but it would be foolish to believe that everyone used it legally...

This isn't to say there was any more piracy going on in Germany, or Europe in general, just that it was better organised and therefore, in all probability, had a greater impetus on the early popularity of the Amiga.

Starting out

It was around this time that software development really got off the ground in Germany. While the majority of Amiga applications development was undoubtedly taking place stateside, some German start-ups were beginning to enter the really vital market – games.

Companies like Rainbow Arts and Blue Byte where instrumental in raising the profile of the German market on the national stage. Both would produce worldwide best-sellers in the form of *Turrican* and *History Line 1914-17*.

Sadly, the "games-machine" label hurt as much as it helped. Few people would take the Amiga seriously as a personal computer, simply because it had some great games available. Does the Amiga still have the stigma of being a games machine in Germany?

"Yes, certainly, because C= and AT did not do any campaigning in Germany to change this. Some years ago they did a very nice advertising campaign in the US, but I think they should have done it in Germany instead!" Haage & Partner told us.

Frank Wille was more cautious about the terminology: "Unfortunately yes, although there are no games for it anymore. Maybe the word 'unserious' would be more suitable."

Sold!

The German Amiga market must have had a boost when Escom secured the

PROFILE: PRODAD

Background: Software developers, responsible for Gold rated products *ClariSSA*, *Adorage* and *Monument Designer*. Amongst other things, they developed the SSA animation standard, which permits smooth animations in a variety of resolutions without pallete-locking.
Web site – http://www.prodad.de

☆ ***What motivates you to develop new products for the Amiga***

The Amiga's comfort, the hardware and the multitasking operating feature, motivate us to develop Amiga software.

☆ ***Why are so many Amiga developers in Germany still developing for the platform, when elsewhere they have moved to other platforms?***

Because of the success on the local market. The ProDAD operating system p-OS due for release in Spring '97 will motivate other developers to produce software. Without much effort, existing Amiga software can, in the future, also be used with p-OS on other platforms like the PC and Mac. This then means a much bigger market for the software originally developed for the Amiga.

☆ ***Why do you think the Amiga has been so successful in Germany?***

The Amiga has been so successful in Germany because of it's strength in Video editing, the PD concept and obviously because of ProDAD software...

☆ ***Do you think that, on the whole, German developers have been more successful than their counterparts in other countries?***

That question cannot be answered with a yes or a no. Innovations have always come from developers in different countries – the UK, US and so on. The German market is just our main market (Germany, Austria, Switzerland)

☆ ***Do you think Escom helped or hindered the Amiga?***

Escom, or Amiga Technologies have both hindered and helped the Amiga. They were a help in terms of production, but we feel they definitely hindered innovations.

☆ ***What are your future plans for the Amiga?***

As we have already mentioned, ProDAD is developing the p-OS which will also run on the Amiga, offering more and new possibilities to compensate certain weaknesses or older parts of the hardware.

The original Amiga platform will not be neglected. With the development of p-OS the Amiga will, indirectly, be better supported, since more products will be available for the Amiga and new markets will be opened.

PROFILE: FRANK WILLIE • PD AUTHOR



Background: One of the first Amiga owners, Frank has provided the world with several important development tools completely free of charge. Most notable of these is the *PhxAss* assembler, the first Amiga assembler to support the 68060 chip.

How did you first get involved with the Amiga?

In 1986, after working for three years with the VIC 20 and C64, I was really fascinated about the capabilities of Commodore's new system – the Amiga. I bought my dream computer, an Amiga 1000 with a 1081 monitor, in the same year.

What motivates you to develop software on the Amiga?

In my case, it's only the fun of programming in Assembler or C in my spare time. There are no financial aspects, as all of my software is freeware anyway.

Why do you think that the Amiga has been so successful in Germany?

The predecessor of the Amiga, the C64, was very successful in Germany too, so it was quite logical that most of the C64 owners upgraded to an Amiga. In those times (1986-90), there was no real opponent here in Germany. The Atari ST series was not as good as the Amiga and IBM-PCs or Apple's Macintosh were far too expensive.

Computers which were popular in England, like the Spectrum, BBC, Acorn, etc. had nearly no importance in Germany.

Why are so many Amiga developers in Germany still developing for the platform, when elsewhere they have moved to other platforms?

Maybe it's because there is still a large community of experienced Amiga developers, who have been programming since the '80s. Most of their systems are heavily upgraded and they invested thousands of DMs in these years. Some of them bought a PC for playing games on, but most programming is done on the Amiga. As far as I know, there are as many Amigas in England as there are in Germany, but the English Amigas are usually smaller and are often used for playing games. I think this is the final difference between the two big Amiga nations.

Do you think that, on the whole, German developers have been more successful than their counterparts in other countries?

No, I don't think so. Okay, there is a lot of high quality PD software from German developers, but in my opinion the commercial Amiga software from America and the UK is better both in quantity and quality.

Do you think Escom helped or hindered the Amiga?

I think Escom helped to avoid the complete disappearance of the Amiga in the last months. But there were also no improvements in this period. Too many developers, or more precisely, software companies (as most developers prefer programming the Amiga over other systems), have left the Amiga in this time. In Germany it's now impossible to buy Amiga software in the big warehouses or computer shops.

What are your future plans for the Amiga?

I will continue supporting the Amiga, because it is more fun than programming for any other system. There will be a new release of *PhxAss/PhxLnk* in the next few weeks on Aminet. Additionally, I plan to release a freeware version of the *PowerVisor* debugger, which I am developing in place of the original author, Jorrit Tyberghein.

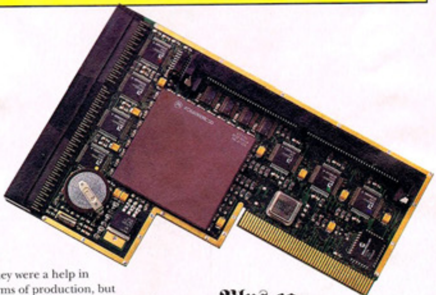
Further Information:

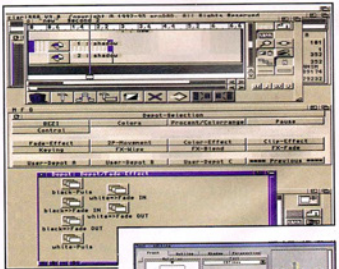
Frank regularly post updates of his work onto Aminet, and hopefully we will be able to get the next version of PhxAss on the Amiga Format CD next month.

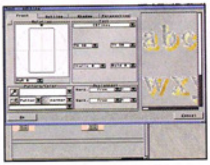
rights to the Amiga and all associated technology. For the first time, the Amiga was owned by a European company, and one which committed itself to developing the Amiga.

Unfortunately this was not always the case. As we now know, one of Escom's major failings was a big surplus in the mouth department coupled with a deficiency in trousers. They talked the talk, but when it came to actually doing things they seemed unwilling, or just simply inept. What we didn't know was that this was also keenly felt by the developers, who generally got little support from Escom.

According to ProDAD for example, "Escom, or Amiga Technologies have both hindered and helped the Amiga. They were a help in terms of production, but we feel they definitely hindered innovations."







ABOVE: The latest version of *ClariSSA Pro*, the ultimate animation sequencer.

RIGHT: *Monument Designer*, ProDAD's gold-rated and versatile character generator.

Some of our interviewees were even less kind, but none was more philosophical than Haage & Partner: "When we heard of the take-over by Escom we thought it was good, but now we know it wasn't. On the other hand, we don't know what other buyers would have done with it."

Probably Frank Wille, author of the freeware assembler *PhxAss*, captured the general mood with his comments "I think Escom helped to avoid the complete disappearance of the Amiga in the last months. But there were no improvements in this period. Too many developers, or more precisely, software companies (as most developers prefer programming for the Amiga over other systems), left the Amiga during this period."

Plus ça change...

Well, whatever next. Viscorp's purchase of Amiga Technologies must have also come as a mixed blessing to many developers. Whilst at least the machine still had a future, the people controlling that destiny live across the ocean.

But the new willingness to discuss licencing the Amiga patents and technology has opened a new market for many manufacturers – cloning.

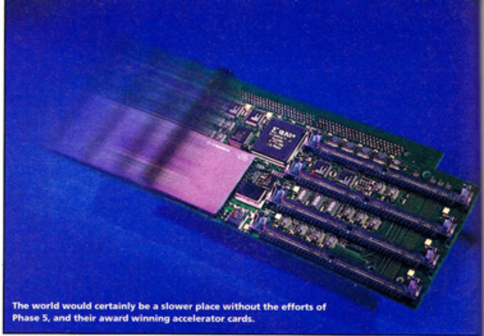
The German arm of Macrosystem has already produced the DraCo, a machine which is graphically compatible with the Amiga, and surely everyone must have heard about Phase 5's planned PowerPC-based Amiga. Although the project has been going through some teething trouble (see news this issue) and they got off to what

Continued overleaf ➡





And the innovation never stops – this image is from the excellent new image manipulation package, ***Art Effect*** **from Haage & Partner.**



The world would certainly be a slower place without the efforts of Phase 5, and their award winning accelerator cards.

can only be described as a "bad start" with Viscorp, this looks like the project which will reach fruition first.

The PIOS development team, although not exactly producing a strict Amiga clone, are developing a new operating system for PowerPC machines which they hope will have a degree of Amiga compatibility. Although the group includes industry names like John Smith (former head of Amiga Technologies UK and ex long term Commodore employee) and Dave Haynie (legendary ex-Commodore hardware designer, and, as a sideline presumably, author of the indispensable *DiskSalve* disk recovery software), it is really based in Germany and is headed by Stefan Doymeyer, former president of Amiga Technologies GmbH.

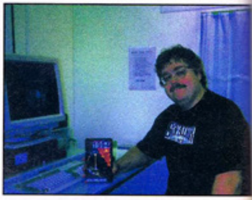
ProDAD, the creators of such excellent animation tools as *Adorage* and *ClariSSA*, are also working on a portable replacement operating system. This would allow developers to create applications which would work on other platforms as well as the Amiga.

All of these people have realised something – the future battlefield of the computer market will not necessarily be hardware based. Slowly but surely it is becoming a question of which operating system to run. How ironic it would be if in the future, all those people who had abandoned the Amiga were back using Amiga-style applications for a platform independent, Amiga-style OS…

Mission Impossible

On a special mission for *AF* and thinking nothing of his own personal safety, the intrepid Simon Goodwin investigated the grass roots Amiga scene in Hamburg…

Amigas made a small showing in the city centre, with the A1200, A4000T and AT/Microvitek monitor on display in the giant Brinksmann department store, priced at 598, 598 and 3998DM respectively. Both machines were running impressive demos and attracting some interest. Serious software and hardware expansion occupied an adjoining glass cabinet, with *Dpaint V, Caligari 24, Maxxon CAD, Final Copy/Data/Calc, Directory Opus 5, TurboPrint 4, OctaMED 4, Multifax, Cinemorph, Lightwave 3D* (798DM), *Repro Studio, Montage 24,* various incarnations of *Scala Video Creator/Director, Steinburg Pro 24, Turbo Calc, Pixel 3D, CanDo, Asim CDFS, DiskSalv 3* and other packages all in stock.



The PD scene is very strong in Germany. You may not recognise this man, but you know his work, for this is Tobias Richter.

Brinksmann also stock a range of Blizzard accelerators, including the 1220-4, 1230-IV and 50MHz 4030 model. The overall impression was of a serious micro with strong support in video and multimedia. The demo A4000T had a stereo sound cartridge



PROFILE: HAAGE & PARTNER

How did you first get involved with the Amiga?

Most of the founders of H&P used C= C64 and the Atari ST. Later we all switched to the Amiga because it was a more exciting machine.

Why do you think the Amiga has been so successful in Germany?

I think that in Germany most of the Amigas are used by students. These guys were looking for an interesting machine a bit like the Unix machines they're using at university. They especially like the multitasking, the CLI environment and the easy to use GUI. I think most of them would never buy a PC for personal use.

Does the Amiga still have the stigma of being a "games" computer in Germany?

Yes, certainly, because C= and AT did not do any campaigning in Germany to change this. They did a very nice advertising campaign in the US, but they would have been better done it in Germany instead. I think nowadays most of the people don't know anything about Amiga, – there must be an image campaign to make the Amiga popular again.

Why are so many Amiga developers in Germany still developing for the platform, when elsewhere they have moved to other platforms?

Again I think that most of the Amiga users are students and there is still no real alternative for them.

Do you think that, on the whole, German developers have been more successful than their counterparts in other countries?

No, I do not think so. Some years ago, when the Amiga was a popular computer, the big companies stayed in the US or the UK and there were not so many companies in Germany. Nowadays there are more powerful companies in Germany, but because of the situation they are not all that successful. But I hope that there will be better times for all of us.

Do you think Escom helped or hindered the Amiga?

When I heard of the Escom take-over I thought it was good, but now I know it was not that good. On the other I do not know what other buyers would have done with it.

Which of your products are you most proud of and why?

That is definitely StormC, our powerful development system for the future of the Amiga. We will also support the PowerPC Amiga (from Phase 5) and the new p-OS from ProDAD.

What are your future plans for the Amiga?

We plan to develop a PowerPC version of StormC, and new and improved versions of StormC, StormWIZARD and Art Effect. And then there are some projects that are under development but we do not want to talk about them just now.

PROFILE: PHASE 5

Background:
Phase 5 are designers and manufacturers of possibly the most successful range of accelerators ever.
Web site:
http://www.phase5.de

phase 5

★ *How did you first get involved with the Amiga?*

I got involved with the Amiga back in 1986, when the first A1000's arrived in Europe. The Technical Director of Phase 5, Gerald Carda, BTW, worked with the first A1000 that ever came to Europe and was the founding editor of Germany's first dedicated Amiga magazine, the KICKSTART. We met, when I started work as a freelance writer. Many people here at Phase 5 had been involved with the Amiga from the beginning, and have years of experience.

★ *Does the Amiga still have the stigma of being a "games" computer in Germany?*

No, not really. Funnily enough, PC people "discriminated" against the Amiga for being a games computer. But, today much growth in the home PC market is driven by games. I believe the Amiga is recognised by it's users as a flexible, creative and open system, with powerful system software but outdated hardware.

★ *Why are so many Amiga developers in Germany still developing for the platform, when elsewhere they have moved to other platforms?*

There is still life in the Amiga market – a lot of life. We honestly don't want to see the Amiga vanishing, as we still believe it is – in respect of the ideas and concepts – the best and most flexible computer system. But it must be updated to tomorrow's technical standards. I think other developers think the same. At Phase 5 we've been very successful with our Amiga products, and we are continuing make technical progress – as with our upcoming PowerPC accelerators and the Custom Chip Set which we are working on. We will also offer some products for other platforms in the future, but we are increasing our research for Amiga-related technology.

☆ *Do you think that, German developers have been more successful than their counterparts in other countries?*

I believe Phase 5 have been successful because we developed products the market wanted – in respect of performance, quality and price. It also helps to be users since the beginning – we know what users want.

☆ *Do you think Escom helped or hindered the Amiga?*

In the end, they hindered. Escom was never a development-oriented company, and nor was AT. The market was strengthened for some time and new machines appeared on the market. But in the end, success counts, and Escom/AT have not been successful.

☆ *Which of your products are you most proud of, why?*

We are proud of all our products. A product such as the Blizzard 1230, which makes thousands of users happy, is something to be proud of but in the end, every product has it's place and gives us a reason to be proud.

☆ *What are your future plans for the Amiga?*

We will bring out PowerPC accelerator cards and we'll also support CyberGraphX with new 3D and multimedia technology. But, the main project we're working on is a Custom Chip Set due for release next year. This Chip Set will integrate fantastic performance and functionality and will be the heart of a system which deserves to be called an Amiga successor. It is necessary to follow a vision of how computing could look like in the future – and this vision cannot come from a PC market which is focused on building cheaper systems and saving money. A computer should be affordable, but also innovative and powerful. Then it will be possible to build competitive systems ready for the demanding applications of the upcoming years.





ABOVE: The world's biggest Amiga shows have always taken place in Cologne.



LEFT: Don't forget that Amiga Technologies was once owned by a German computer firm – now, sadly, no longer with us.

and CD-ROM drive fitted,and was running *Scala* very nicely on an Acorn monitor.

The games choice was in a separate corner of the store, and more limited, with most titles priced at between 70 and 100DM.

A little further out of town, on the Wandsbecker Marketstrasse, I found a really impressive Amiga shop which would put to shame any I've visited in the UK. MeComp Multimedia are Amiga specialists with a colossal range of Amiga CDs, games, serious programs, magazines and hardware, and knowledgeable, enthusiastic staff. I soon met an American Amiga fan there, who contrasted the support for Amigas in Germany with the USA, where Amiga dealerships have all but vanished.

Meecomp has about twenty boxed Amigas on display, including the Amiga Magic Pack, Surfer Packs, A4000T and even a couple of CD32s. Their own A4000 was reboxed in a PC tower, while external Amiga floppies, Alfapower A500 hard drives, SCSI and IDE CD-ROM drives lined the walls and aisles. There were big stacks of games, old and new – ironically many of their titles are imported from a distributor in Birmingham UK – and a wide rack of CD titles, at prices from 7DM upwards. They even had the October *AF* cover CD, which was just out when I left the UK, although without the magazine that normally goes with it. They also stocked the September issue but were glad of the *AF* July CD which I gave them, as that had not been available from their distributors, GTI.

Once again serious hardware and software was in stock and plentiful, from the 300DM 40MHz 68030 expansion for the A600 to the new 1400DM 68060 Cyberstorm 2. Picasso and Cybervision cards, flicker fixers, scan doublers and other graphic goodies were up for grabs; older Amigas were also supported with Octagon, GVP and Tandem Zorro cards, and Overdrive and RAM expansions for PCMCIA Amigas. I spotted Blizzard, Multiface and Tocatta cards, and even an ISDN board, made by BSC.

The Amiga makes a surprise appéarance, in name at least, on the notorious Hamburg Reeperbahn, where a small sign proclaims 'Club Amiga' in ornate letters. On closer investigation however, this turned out to specialise in another kind of 'Amiga' entirely – prompting your not-so-intrepid reporter, in time honoured tradition, to make his excuses and leave...

Next month:

Next issue we hope to run a small feature investigating the Amiga games scene in Europe, particularly the high quality games being produced in Germany and Poland, which you will probably never have heard of...



Workbench Add-On Volume 1

The Workbench Add-On CD-ROM is the ideal companion to your workbench. On this CD you will not only find the best programs, that are available for the Amiga, but you will also get them ready-to-run from the CD. In addition to this there is an installer script that installs the desired programs to your harddisk.
The CD covers all areas of interest, all, the programmer, the user, the creative and the gamer will find what they are looking for. On this CD-ROM there are many shareware programs, some of them at a special price, if you get registered. There is e.g. Shapeshifter for 40.- DM (instead of 50.- DM), in addition to this there is a 50 MB Mac partition, so that you can start playing around with Mac applications right away. Then there is PowerPlayer for 20.- DM (instead of 30.- DM), there are, of course, loads of modules with it, so that you can try it right away. AmiWin, the new X11-server for the Amiga is available for $40, instead of $50. You can so ve more than 100.- DM with this CD. Therefore you only have to send in the appropriate page in the booklet to the author of the program. £24.95



Magic Publisher

On this unique CD-ROM Set you will find all you need to create nice looking documents. If you want to write a book, if you want to design a poster, if you want to create WWW-Pages for the Internet or layout a magazine, all you need you will find on this marvelous CD-ROM. There are more than 10.000 Fonts (Colour Fonts, Bitmap Fonts, IFF-Fonts, Adobe Fonts, IntelliFonts, Truetype Fonts and DMF Fonts), more than 5.000 cliparts and 150 printer drivers. Many of these are exclusive to Magic Publisher. You will also find a complete installation of PasTex (more than 300 MB), containing all its fonts (upto 600x600 dpi). In order to create good looking documents, there is Final Writer 4 SE and Wordworth 4 TD. Both rated as the best word processors on the Amiga. For creating good looking Internet-WWW-Documents there are all available Free/ Shareware programs for the Amiga, including many backgrounds and special clipart for this purpose. The 100+ pages booklet contains printouts of all fonts and clipart. Aspecial BBS section is also provided. £49.95



Amiga Developer CD v1.1

The official developer CD from Amiga Technologies contains all the material you need to start developing software forAmiga computers. This includes: The CD32 developer package. In addition to the original five disk set distribution you will find the "Build-CD" CD writer package Packages contributed by 3rd parties: The WBPath and ActionFSSM packages, courtesy of Ralph Babel; The Envoy v2.0 developer kit, courtesy of IAM, Inc.; The INet 225 developer kit, version 2, courtesy of Interworks, Inc.; The Kickometer package, courtesy of Angelo Schmidt; The Enforcer v37.64, courtesy of Mike Sinz. Information in support of forthcoming operating system developments. Additional developer material: BOOPSI gadget and image classes; The AmigaOS 2.04 example code, as part of the original 2.04 Native Developer Kit; The RKM 2.04 code examples; The complete set of registered IFF forms; IFF example and stress test files; All IFF packages released by Commodore-Amiga, Inc., covering 1986 through 1992; The camd v37.1 MIDI developer kit; The SANA-II standard package and developer kit; The Installer v43.1 package. International support material: Sample text using the full ISO-8859-1 character set; Translation guidelines. The updated 3.1 Native Developer Kit: "C" and assembly language header files, linker and runtime libraries; System documentation and tutorial texts; Example code covering the Amiga OS 3.0 and 3.1 features; The NewIFF v39 package; The AmigaGuide and DataTypes documentation and example code. Reference material: The collection of AmigaGuide Volume 1 articles, covering Spring 1987 through January/February 1989; The complete AmigaGuide Volume 2 articles in AmigaGuide format, covering January/February 1990 through March/April 1993; also included are the printable issues in PostScript and PageStream format; Hardware related articles; The Includes & Autodocs in AmigaGuide format. £14.95

CHIARI OFFICE - 1995



Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives every day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



Aminet Set 2

AMINET SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12.000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure. £34.95



Aminet Set 3

AMINET SET 3, dated July 1996, consists of approximately 4 gigabytes of software in 9.000 archives. Also included are full versions of Imagine 4.0, XiPaint 3.2, OctaMED 5.0 and some commercial games. Whether you like applications, games, communications or programming, the SET gives you all you need. 95 MB Utilities, 79 MB Documents, 408 MB text software, 12 MB Disk/HD tools, 7 MB Hardware related, 756 MB Pictures & Animations, 208 MB Graphics software, 314 MB Graphics & sound demos, 563 MB Games, 64 MB Miscellaneous, 685 MB Music modules, 28 MB Music software, 131 MB Communications, 91 MB Development Software, 88 MB Business software. Easy to use index files and search facilities make accessing it a pleasure. £29.95



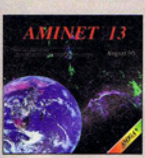
Gamers' Delight II

This CD contains 1070 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. 70 games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive,1 MB free memory and Joystick/Joypad. £26.95



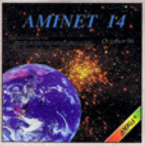
Meeting Pearls Vol. III

The Meeting Pearls Volume III contains 650 MB of the finest PD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 10 MB Packer, Cruncher, Archive Programs - 3 MB CD-ROM Utilities - 21 MB Communication and Network Programs - 5 MB Debugging Tools - 29 MB Development Tools - 13 MB Floppy, Hard Disk ans SCSI Programs - 8 MB Educational Programs - 9 MB Games - 35 MB Graphics Programs - 39 MB Internet Movie Database, Updated Version - 7 MB Midi Tools and Programs - 27 MB Mods - 12 MB Music Programs - 21 MB Pictures - 13 MB AmiTCP and more for Networking - 60 MB Documentation, CD-ROM Databases, etc. - 96 MB PasTeX 1.4 - not previous available on any CD-ROM - 15 MB Utilities - 30 MB HTML-Pages - Collections of datatypes, benchmark programs, icons, programs for amateur radio and electrical/electronic engineering are also included. £9.95



Aminet 13

Still available! £14.95



Aminet 14

Aminet CD 14, dated October 1996, consists of approximately 1,1 gigabytes of software in 2400 archives. Since the release of Aminet CD 13 more than 750 MB new software has appeared. User friendly access software makes the Aminet CD 14 a pleasure to use. £14.95



XiPaint V4

XiPaint 4 is the new version of the leading edge, 24-bit paint program. It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint features animations as well as easy-to-use raytracing-capabilities.
Overview of Features: - Diverse paint functions including colour, contrast and saturation adjustment - Mask, outline, recolour and fill functions - Airbrush with adjustable spray functions - Lighttable function for manipulating montages and animations - Text functions with anti-aliasing using Compugraphic fonts - Support for a variety of graphic formats - Unlimited Undo - Diverse manipulation of alpha channel - Supports many graphic cards - Layers to combine different projects - ARexx port - Drag & Drop colours - External filter module - Extensive documentation - 60 textures, 50 landscapes, 30 other pictures and many fonts included. £49.95



Mods Anthology

Do you like Music? Do you like Computers? Do you like Computer-Music? Then, this collection is what you need! 4 CD-Roms full of Music-Modules! More than 18000 mods of any format (MOD, S3M, XM, IT, Amiga Synthetics...) all sorted by Composers in priority, by Groups, then by Kinds; all stored in uncompressed form, readable under all the major platforms. Coming along with 11MB of Module Lists (ASCII, AmigaGuide...) and 25MB of Module Players and Trackers for many computers.Released with the full agreement from more than 200 musicians (PC and Amiga Scene) who provided me with a personal infofile and picture, as well as many previously unreleased modules!Enjoy this 7-years titanic work! Prepare to listen to 1000+ hours of Music! £29.95



NetNews Offline Vol. 1

NetNews Offline Vol. 1 is the first disk of a new bimonthly published series of Amiga CD-ROMs which contains all Amiga-related newsgroups from the internet. Every volume features about 50.000 articles which contain hot rumours, important information about all aspects of the Amiga, press-releases, discussions and flame wars, ... A newsreader is included. NetNews Offline is the cheap alternative of getting in touch with Usenet. £14.95

AFCD6: IN_THE_MAG/Emulators

ON THIS MONTH'S CD



Emulators Part 2

The Quantum Leap?

Simon Goodwin emulates the British operating system that introduced many Amiga developers to the 68000.

QDos is the operating system of the Sinclair Quantum Leap (see panel). It's a PD replacement for AmigaDos, actively supported by groups worldwide, particularly in the UK, Germany and USA. It's fast, because QLs and Amigas use the same types of processor; original QLs used Motorola's slowest model.

Amiga QDos is currently at version 3.23. First developed by Rainer Kowallik of Berlin, it's been much improved by Mark Swift of Manchester, with a few contributions from your humble scribe. It comes on three floppy disks. Two are in 880k Amiga format: a program disk and another containing complete source code. The third is a 720k disk in QDos format, packed with programs and examples.

The name comes from QL and DOS (strictly Drive Operating System, as original QLs had no disks) and is a pun on the Greek, Kudos – the pride that comes before a fall!

The Amiga package is extraordinarily complete. It includes a PD assembler, editor and linker, as well as a handler to read and write QDos disks. You can rebuild the entire system by clicking on icons in the 'make' directory on the source disk. It runs on all Amigas, from A500s with Workbench 1.3 to the latest A4000/060s. The emulator supports serial and parallel ports, graphics, sound and up to four floppy drives.

These days QDos also runs on both Atari and PC hardware, with add-on cards, although software-only emulators are in development. Amiga QDos is the only genuinely PD version, although there's a shareware QDos emulator for fast Apple Macs.

QDos software is abundant, with hundreds of PD disks in circulation; most of these run on Amigas, but some need to be patched with utilities on the Amiga QDos support disk so they can cope with 32-bit expanded memory and a design fault which stops Motorola's TAS instruction from working on Amiga hardware.

USING QDOS

QDos was the first multitasking operating system for home computers, and has a few rough edges. Almost everything is done from the keyboard, although Amiga QDos includes a mouse driver, used by some of the example programs. The most important control keys are Control F5, to pause display updates, Control C to swap input from one task to another, and Control Space to interrupt SuperBASIC, the built-in programming language.

LOAD and LRUN load SuperBASIC programs, with names usually ending _BAS, and EXEC starts tasks. Devices are named FLP1, FLP2 and so on, and the separator is an underscore rather than a dot, so you start Xchange with the command: EXEC FLP1_XCHANGE. The format of file names is flexible, but they must be enclosed in quotes if they contain unusual characters.

The QDos equivalent of the startup-sequence is a SuperBASIC BOOT file, launched with LRUN FLP1_BOOT, or alternatively, by resetting the emulator (CTRL-ALT-SHIFT-TAB) with a disk in the drive, then pressing F1 or F2 to select Hi-Res MODE 4, or Lo-Res, MODE 8, respectively.

High resolution displays are converted using the Amiga's blitter. You can accelerate systems with chip RAM only by reducing the blitter priority, at a cost of some flicker as the red and green bitplanes are updated separately. SCR_PRIORITY 8,1 gives fastest updates, but SCR_PRIORITY 2,1 leaves more time for the processor on an unexpanded Amiga. With a 68030 or better you can use the processor instead of the blitter, giving better updates but slower emulation. This replacement screen driver, ACE, supports low resolution displays in eight colours, otherwise emulated with four colour stipple patterns in blitter mode.

QDos supports multiple windows, with scaled and clipped graphics, but it's up to applications to update them when they overlap; pressing F10 or F4 usually works. You can't swap keyboard control to a task, unless it displays a cursor. Older programs may not be designed to multitask – start them with the EXEC_W command (W for Wait).

For lots more details of SuperBASIC commands and functions, check out the documentation on the Amiga QDos system disk, join the user group Quanta, search the web, or seek out tutorial files from QL PD libraries.

QDOS SOFTWARE

Many Amiga developers were introduced to the 68000 by the QL, including HiSoft, RealTime Games and the Bitmap Brothers. Metacomco's

Continued overleaf ➡



QDos is a PD replacement for AmigaDos which comes on three floppy disks.



In an age when text based machines were common, the QL's graphics look very good.

infamous Amiga ED and BCPL compilers were early QL products. HiSoft BASIC, Devpac 1 and 2 started life on QDos. Much recent commercial software uses QPTR, a WIMP package from Tony Tebby – beware, as this is not included with the emulator, and not all versions run on Amiga QDos. Tebby has written a QDos update, SMS/Q, for Atari, PC and expanded QL hardware.

Most older programs work directly from the SuperBASIC command line, with no need for extensions, but some expect commands from *SuperToolkit 2*, an extension package originally supplied as a 16k ROM. This works from RAM on the Amiga. Hundreds of alternative commands are available, including the PD *Toolkit* on the Amiga QDos support disk, and *DIY Toolkit* routines on our CD.

Toolkits like these are very important on QDos because they extend SuperBASIC in a concise and powerful way. They're a similar to resident commands on the Amiga, but faster and more flexible. Many programs are first written in SuperBASIC, using toolkit extensions where necessary, and then compiled into stand-alone tasks which link to toolkits as they load.

CD GOODIES

Some of the best QDos PD is on our cover CD. To use it, copy the contents of each directory onto a double density disk in QDos format. You'll need the QDos handler loaded, either by booting from the Amiga QDos startup disk or by copying the handler to your system partition. On Workbench 2 or 3, just copy Frank Swift's QLFileSystem from the boot disk into L: and icons for each drive into DEVS:DOSDRIVERS.

SINCLAIR'S QUANTUM LEAP

Sinclair's Quantum Leap, or QL, was launched at £400 in January 1984, and delivered in June. It was the first home computer based on a 68000-series processor – the 7.5 MHz 68008 – and shipped with 128k RAM and 48k ROM, expandable to 640k and 64k respectively.

The Quantum Leap has two serial ports, networking, and two 100k tape cartridge 'microdrives'. Display resolution is 512x256 in four colours, or 256x256 in eight colours.

QLs were manufactured by Thorn EMI in the UK and Samsung in Korea, for export to Germany and the USA. The ROM contains a block-structured extensible language, SuperBASIC, designed by Jan Jones, and Tony Tebby's QDos, a multi-tasking, device independent operating system modelled on Unix. London's Psion contributed a business software suite which was very advanced for the time, though slow running from microdrive tapes.

Microdrives were a compromise to keep the price down – in 1984 floppy drives were prohibitively expensive, although today they're the choice of almost all QDos users.

Microdrive tape loops had a 16k per second transfer rate but slow access times, averaging 3.5 seconds. To mitigate this QDos uses all spare memory for 'slave blocks' – 512 byte buffers for recently read data. This works much better than the Amiga 'addbuffers' arrangement. Current expanded QLs have 720k, 1.44 or 3.2Mb floppy drives, faster processors – usually 68000/16 or 68020/24 – and multi-megabyte RAM expansion.

A range of 'Thor' SuperQLs with 68000 and 68020 processors was manufactured in the UK and Denmark in the late 1980s. These came with Psion Xchange – an improved, integrated version of the business software, first bundled with 'One Per Desk' workstations, QL derivatives marketed by ICL and BT.

Hardware QDos emulators run on Atari ST, TT – and even IBM clones, via a £300 ISA card with a 68EC040 processor and 4Mb of RAM!

EMULATORS FOR QDOS

QDos is popular with programmers and has more than its fair share of emulators. Many are out-classed by Amiga-specific programs, but some deserve attention as they mimic machines which cannot otherwise be emulated on an Amiga.

XTRICATOR

Xtricator is a Sinclair ZX81 emulator from the Netherlands. It runs well on Amiga QDos and you can get it working at a sensible speed on most Amiga systems from A1200 upwards.

It runs just right on A4000/030s if you reduce the main Xtricator task priority to half that of the XTR_IO screen-update task, and gobble up some CPU time by boosting the QDos screen:

BLIT_OFF : ACE_ON : ACE_PRIORITY 8,1

Sinclair's ZX81 was the first home computer mass-marketed at a price below £100, and sold millions. It was very slow, but it's fondly regarded by many for whom it was the first step into home computing. Xtricator is the only ZX81 emulator that runs on the Amiga, and it requires Amiga QDos – but that's no problem as both work well and are freely distributable.

Xtricator has enormous advantages over the real thing, like fast disk loading, an extended BASIC toolkit is built in, and it even runs Hi-Res games which re-programmed the ZX81 display to get around the limitations of simple character graphics. A substantial library of ZX81 programs is available in Xtricator format from the author Carlo Delhez, on registration of the shareware version.



Xtricator: Sinclair ZX81 emulator.

SPECTATOR

Spectator is a Sinclair Spectrum emulator from the same stable.



Spectator: Sinclair Spectrum emulator.

It's slower than Amiga ZX emulators, but more compatible. It supports three file formats – the compressed Z80 format, used by many Spectrum emulators, its own microdrive image format, and SPT tape format. Files are readily available on CD and the net, particularly as Z80 snapshots.

The main weakness of Spectator is its sloth, particularly in 128k mode, and lack of emulation of Spectrum 128 sound, which does not translate well to QDos BEEPs. If that's a priority you're better off with the Amiga-specific ZXAM, which emulates Spectrum 128 sound well, but doesn't support more than 48K of RAM yet.

The shareware version of Spectator on the *AFCD* runs about 2.5 times the speed of the real thing on a 68060 Amiga, but substantially slower on an A4000/030. You can boost it by switching from the eight colour display to a four colour blitter version, with these commands:

ACE_OFF : BLIT_ON

On a 68060, in 48k mode, the problem is an excess of speed, rather than a dearth. I dragged it down to 100 per cent Spectrum speed with these commands:

MODE 8 : ACE_ON : BLIT_OFF : ACE_PRIORITY 16,1

Bizarrely, Spectator 1.52 thinks it's running on a machine with a German keymap, transposing the letters Z and Y. Select a German map for Amiga QDos with the command KEYDT. Use KEYUK to swap back when you're in SuperBASIC.

ZM/HT



ZM/HT: Z80 emulator.

ZM/HT is currently the only emulator that TRANSLATES programs as it runs. This means that it's potentially the fastest Z80 emulator. Given plenty of disk space you can save compiled code along with the original, for a quick start when you reload.

ZM/HT avoids the overhead of decoding. At first it's slow because it must generate new 68000 routines as well as execute them, but later it can run pure 68000 code.

ZM/HT sounds simple, but it has to be fiendishly clever to cope with self-modifying programs, which may poke their own code at any time. It keeps a table with an entry for every byte of emulated memory, marking routines for re-compilation when they are modified. It's complicated, but if it can be done in QDos, an Amiga version is surely possible.

This is probably the only way we'll see fast PC emulation on current Amigas. In practice it's a technique more suited to eight bit than 16-bit emulation, because it demands several bytes of emulation memory for every byte emulated. The compiled code is much longer than the Z80 original but the speed is so impressive that compiling emulators are surely the way of the future.

THE REST

There are many more emulators for QDos, both commercial and freely distributable. CPMulator, Solution, Success and Conqueror emulate business bogey-systems CP/M and MSDOS. Other Spectrum emulators include William James' Speculator 93. ZM/1, ZM/2 and ZM/3 come from Ergon, authors of ZM/HT; they are feature-packed but relatively slow Z80 interpreters, rather than compilers.

By default QLFileSystem uses 'mfm.device', part of CrossDos, to read disk tracks and sectors. Workbench 1.3 Amiga users can use the PD 'messydisk.device' instead. Copy it from DEVS: on the boot disk to your own system, and add this command to your startup-sequence:

```
MOUNT QL0: FROM DEVS:MOUNTLIST.QL
```

Substitute PC for QL to gain access to 720k PC and Atari disks. The only snag is that Messydisk, like the emulator itself, cannot read High Density 1.44Mb media. This hardly matters as QDos PD and commercial releases invariably come in 720k double-density format, which any Amiga can read.

Once you've re-booted with the handler in place you should see an extra icon on your workbench, marked QL0:????. This is the equivalent of the CrossDos icon PC0:???? and shows the QDos disk name as soon as one is inserted.

Click on the icon and format a fresh disk from your workbench, just like a floppy in Amiga or PC format; alternatively, use *Opus* or the Shell. The physical format has nine sectors per track, or 18 for high density, like PC and ST disks, so you can use FORMAT QUICK to put QDos directories onto disks already in those formats.

Once formatted you can use any Amiga program (e.g. *DirWork, SID, Opus,* Shell or Workbench) to copy files from the CD to the QDos floppy. QDos file names can have up to 36 characters – four more than Amiga names – so very long names may be truncated when you copy from QL to Amiga media. Sub-directories are supported from the Amiga side, but not within Amiga QDos; copy files out to the root before trying to use them in the emulator.

QDos tasks have extra information in their 'comment' field. Make sure that this is copied as well as the file bytes, or QDos will not know how much space to allocate for the task's data. If this happens to you, the task will be rejected with a 'bad parameter' report when you try to EXEC it.

PROS AND CONS

If you're a programmer or former QL owner, Amiga QDos is fun and fascinating, but it's a bit much for keyboard-shy lamers. Hackers welcome it as a stable platform for Amiga hardware-banging. Examples on the support disk show how easy it is to use the Amiga blitter, stereo sound, palette and even SCSI devices when there's no system getting in the way.

QDos runs sweetly on floppy-only Amigas, but currently only supports hard drives via rare PC bridgeboards. Rather than write drivers for every interface under the sun the developers aim to get the next version running alongside AmigaDos, using Amiga drivers. This will be a big job, but a massive step forward.

QDOS CONTACTS:

PD SUPPLIERS:
SJPD, 36 Eldwick Street, Burnley, Lancashire BB10 3DZ ☎ 01282 451854.
Qubbesoft PD, Brunwin Road, Rayne, Braintree, Essex CM7 5BU ☎ 01376 347852.
Both stock Amiga QDos 3.23 (3 disks, £3.50) and hundreds of disks of PD.

International QL User Group:
Quanta, 213 Manor Road, Benfleet, Essex SS7 4JD, UK.

NET NEWSGROUPS:

General Sinclair:	comp.sys.sinclair
Qdos discussion:	maus.sys.ql.int
C68 compiler:	maus.sys.ql.c68-int

WEB PAGES:
http://www.imaginet.fr/~godefroy/
http://www.di-ren.co.uk/ql/homepage.htm
http://ourworld.compuserve.com/homepages/peta/

QDOS FTP:
ftp.nvg.unit.no /pub/sinclair/ql
ftp.garbo.uwasa.fi/ql

BULLETIN BOARDS:
TF Services: 01344 890987
Nene Valley: 01933 460538

NEXT MONTH

My next column tackles a topic dear to the heart of many Amiga enthusiasts: emulators for Commodore 64 software. Many *AF* readers cut their computing teeth on the C64, and emulators abound. Join me next month for the *AF* guide to C64 emulation, with plenty of reviews, contacts and advice.

QDOS QLASSICS

There are far too many PD QDos programs to discuss here but here are a few highlights from the *AF* cover CD.

PSION XCHANGE

Psion's Xchange suite was one of the great strengths of the QL. It comes on the support disk and works nicely under Amiga QDos. It's well-organised well-integrated. The Archive database is powerful but sluggish. Archive programs resemble Psion's later OPL (Organiser Programming Language). Easel is a quick way to boil up convincing bar and pie charts and Abacus is a friendly spreadsheet with powerful functions.

QUILL

Quill is a WYSIWYG word-processor, but only supports monospaced text. It uses its own proprietary _DOC format, which you can convert to RTF (Rich Text) which *FW5* can read, using Aminet's UTIL/CONV/DOC2RTF tool or QL code on the support disk: DOC2RTF_BAS and DOC2RTF_TASK, the much faster multi-tasking compiled version. QL programs and plain text files are easily readable from the Amiga as the line-ends correspond.



Quill: *Final Writer 5* compatible word processor.

C68

C68 is a freely-distributable QDos C compiler and development system. Full source code is available plus lots of useful utilities. C68 generates code for all 68000-series processors, and has been used to compile many PD and commercial QDos releases. If you're interested in C, but can't afford a commercial package, C68 lets you try the full language at no cost.

MOLECULAR GRAPHICS



Molecular Graphics: Ideal for helping you to understand the 3D structure of chemicals

Mark Knight's Molecular Graphics is a 3D animation package with a database of over a hundred interesting molecules which you can tumble in colour around the screen. A simple program, well-implemented and fun to use. It's freely distributable, and surprisingly nothing like it is available on the Amiga. But it runs fine with Amiga QDos, so who cares?

FLEET TACTICAL COMMAND



FTC: Simulate crew activity, damage control, docking and re-supply as well as combat.

If *Elite* was the game that made the BBC Micro, *Fleet Tactical Command* is the QDos equivalent. The graphics are simple 3D wire-frames, but they belie the depth and complexity of the game. *FTC* has been described as 'a real-time simulator where you play the entire navy', in an ocean a million square kilometres in size.

Vessels include tankers, submarines and supply ships and you steer, fire weapons and issue detailed guidance from the keyboard.

A demo version of FTC, limited to 90 minutes playing time, is on the *AF* Cover CD. Full versions run on QDos and Msdos-compatibles.

SCREEN PLAY Previews

What games are in the pipeline? When are they coming out? How much will they cost? All your gaming questions are answered here...



Andy Smith

Reader Games are back with us this month you'll all be pleased to know. And with Epic Marketing now taking a serious interest in all the submissions, now's the time for you to get those games in. You never know, it could be just the beginning of a beautiful life in hexadecimal!

For the rest of us who wouldn't know an op code from an alien, we'll just have to put up with the games other people create for us. And despite the fact that there aren't bucket loads of 'em around these days, there's still the odd little nugget popping up to remind us that not the entire world has forgotten about the Amiga.

One thing that hasn't changed and has been something we've had to live with ever since companies started producing games is the slippage. We keep getting told, hand on heart apparently, that a game's going to be with us 'in two, or three weeks tops' then of course it doesn't arrive for another six months. Ho hum. But anyway, that's why some of the games previewed last month haven't been reviewed yet. We will, rest assured, just as soon as they come in. On with this month's dazzling display...

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% **The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.**

80-89% **These games are very good, but due to minor flaws are not the finest examples of their genre.**

70-79% **Good games which are worth buying, especially if you have a special interest in a game type.**

60-69% **Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.**

50-59% **Below average games which are unlikely to impress your mates or your wallet. Avoid.**

40-49% **Overwhelmingly poor quality games with major flaws and appalling gameplay.**

Less than 40% **The absolute pits.**

SOCCER SENSIBLE

All Amigas ■ BPM Promotions ■ 01232 626694



Get the questions right and score goals. Get the idea?



The Reality Software Construction Kit is nothing if it's not versatile, and BPM Promotions are nothing if they're not prolific. The latest offering to tempt your wallet buds as it were is a cheeky little number called *Soccer Sensible*.

Now then, now then, this here game is a football quiz game. Oh yes. The preview we've seen of the game is still very early but the simple gameplay seems to involve answering questions about football. All kinds of questions, ranging from 'Who did Howard Wilkinson manage before Leeds?' to 'Which club did Lee Sharpe start his career with?' (answers on postcards to the usual address please, but don't phone – it's just for fun). Get the question right and you're treated to a little cameo of a footballer scoring a penalty. Get the question wrong or run out of time and you're treated to a little cameo of a footballer missing, or having a penalty saved.

The final version claims to include bonus rounds and mini sub games as well as free-kicks, corners and loads of other stuff. *Soccer Sensible* is intriguing, we can't wait to get it in for a full review – not only because we're all keen to demonstrate our footballing knowledge, but because we can't wait to see how the other features are going to work in the game.

BLOBZ

Apex Systems ■ All Amigas ■ 01709 890552

Those *Lemmings* clones keep coming! Actually, *Blobz* is not strictly a Lemmings clone, though it does owe a lot of its ideas to that now-ageing classic.



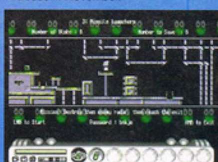
You've got a set number of bouncy green things you've got to guide to the exit on each level. You can make them jump over gaps, shoot holes in walls, change direction and a whole load of other things as you attempt to guide them around the obstacles.

You get the picture, right? Although you'll have already gathered that this is a *Lemmings* clone, there seems to be enough variety to make this interesting. We're certainly interested and looking forward to release in November.

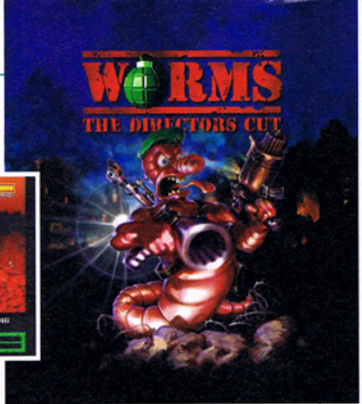


LEFT: Those green things flying through the air are your blobz.

RIGHT: A picture of the whole level. So you know where you're going.



WORMS: THE DIRECTORS CUT



All Amigas ■ Team 17
■ 01924 267776



A rather exciting picture of the letters W, O and – at a guess - what's about to be the letter R. Yesterday.



You'll be able to use a whole bunch of new weapons. From your arsenal and everything.



No, that caption above is wrong. The letters are definitely just W, O and I. Which means nothing.



In an *Amiga Format* exclusive, sorry, EXCLUSIVE! We talked to the Producer of Worms: The Director's Cut, Paul Kilburn (well, through Steve McGill).

AF: You've got some 14 new weapons making an appearance in the game, what are they? And are they going to be there in conjunction with the old weapons?

PK: The old weapons will be all be there but we're adding things like: Grenade Launcher – Fired fast at set power, when it hits something it explodes like a cluster bomb. And there are special weapons like the Super Sheep, which is a steerable homing missile.

AF: The level editor for Workbench: what exactly is it going to offer? Is it different from the Worms built in level editor?

PK: You mean Wormprefs for Workbench. This will allow you to edit stuff such as gravity, skid strength, wind direction and so on.

AF: DIY Landscape: Completely separate from the level editor, how easy is it to use?

PK: This feature will allow you to edit graphical textures (forest, arctic and so on) which you will then be able to assign a name, e.g Amiga Format World, then when you type: Amiga Format.world a random level using your textures will be produced.

AF: Cavern levels: What do you reckon putting a roof on the background will do for the gameplay?

PK: With the new batrope, swinging Tarzan style (letting go of the rope and then re-firing the rope before you hit the ground will mean you can traverse entire levels. In theory. Airstrikes will be rendered useless. You won't be able to fire homing missiles straight up into the air. Believe me, it adds to the gameplay.

AF: Would it be fair to say that the AGA version will look better than the PC version?

PK: Yes. Especially the scrolling which is 9 layer parallax. And the fact that you can have 2 layer levels where worms can walk in front of background scenery, making it possible to say, walk into houses and up stairs that are drawn as background.

AF: What else is there to shout about?

PK: 24 bit fades and explosions for a start. Basically, the whole game's going to be more user friendly. There will be none of this 'get a text editor and do this' nonsense. Everything will be accessed through the game or through the Worms prefs editor. Such as editing sound samples and including them in the game. So there you go folks, straight from the horses' mouth. More info and pics as and when. OK?

Left: The enemy worms cop it from an unusual air-strike. You won't get these on cavern levels.



LEFT: Killer cows running around the screen. A feature first popularised by Acid Software.

BELOW: But Acid's cows weren't killers. they merely towed caravans behind them in a racing game.



CAPITAL PUNISHMENT

AMIGA GOLD FORMAT

It normally takes Andy Smith a couple of lagers before he gets punchy. But not today...

You don't really want to be bothered with the plot and stuff do you? Surely not. Look, all right, it doesn't really make a blind bit of difference – it's a beat-em-up, that's all you need to know but if it gives you a better appreciation of the game then I'll go into it briefly.

Erm, a whole bunch of fighters were chosen by the gods or something to erm, do something. Then along comes this bad god and sort of kills them all and makes them immortal at the same time (look, I didn't come up with this), and keeps them to guard him. Or something. Anyway, like I said it doesn't really matter. All you need to know is that there are several fighters for you to choose from, and that you can sort of fight your way through a sort of storyline bit in one of the one-player modes – called Epic mode. Look, enough plot, trust me, anyway you're better off finding out about the background when you get the game.

Let's deal with the meat of the review and that's what the game looks, sounds and plays like. Looks first. Bear with me if I wander off on one graphic feature later, but well, you'll understand. ClickBOOM have done wonders with *Capital Punishment* in the graphics dept. Look for yourself at the screen shots and you'll agree the sprites are excellent, the backgrounds are excellent and generally everything looks terrific. But what you can't see is the smoothness of the animation or the little graphic tricks that have been included. All the characters move extremely fluidly, probably because there are loads of frames of animation – and they can turn round and everything. Ho ho. Couldn't resist that, *Rise of the Robots*. Ho ho. And even though there's loads of animation it doesn't take half an hour for your character to move through a pre-set punching routine. All the moves are executed quickly, smoothly and believably.

The graphic trickery is a joy as well. Swinging and swaying shadows, dark rooms which only become lit when the lightning outside flashes and eerie cut-scenes all go together to make this one of the most atmospheric beat-em-ups you could wish to see.

But now here's the wandering off bit. And actually it's the biggest problem I have with the game. Yeah, you guessed it, it's the semi-naked fighter Demona. For some reason, ClickBOOM have decided it would be great to have some girl fighter who fights with her breasts out. It's actually very dubious as to whether she's wearing any underwear at all actually. She's in this kind of red cloak thing with holes cut out of it for her boobs to stick out of. CHEAP SENSATIONALISM CLICKBOOM. Look, we know the majority of people buying your game are going to be late-teen boys, but really. This is crass in the extreme. It really is.

Continued overleaf ➡



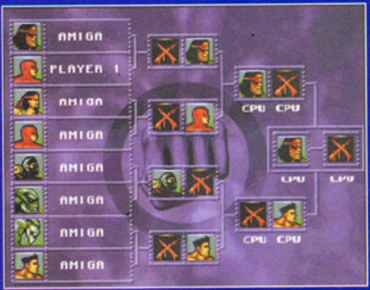
As you can see, it all looks rather gorgeous. What you can't see are the light tricks. They make it look even more gorgeous. Oh yeah, bloke kicks other bloke.



Would you credit it? A bloke kicks another bloke. Again. All the blood shed during a bout stays on the floor – things can get pretty gruesome as the fight goes on.



One of the cut-scene graphics. This one is Qwesul's castle where all the fighting takes place during Epic mode. Looks damn jolly lovely doesn't it?

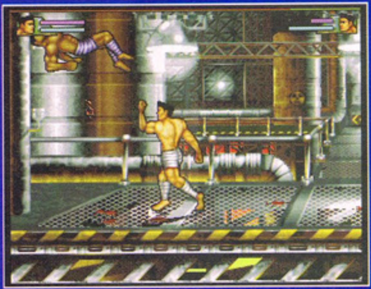


A picture of the tournament mode in action. You'll only find this in the finished game. Which is what we reviewed. Of course. I didn't get very far this time...





A fine example of how well lighting has been used to give the game atmosphere. In this dark room it's often difficult to see what's going on. When the lightning strikes, the room lights up!



In the Factory and a smart uppercut sends the opponent flying. Now's the time to think about what you're going to hit him with when he comes down.

← I'll stop there because mentioning Demona makes a nice link to talking about the fighters in general. There are half a dozen to choose from and, as you might expect, they all have peculiar abilities, but with a payoff. Demona's got this big whip you see so she can hit people from a long way off, but she's not too powerful, whereas Wakantanka is an extremely hard hitter but he's a bit slow. You know how these things work.

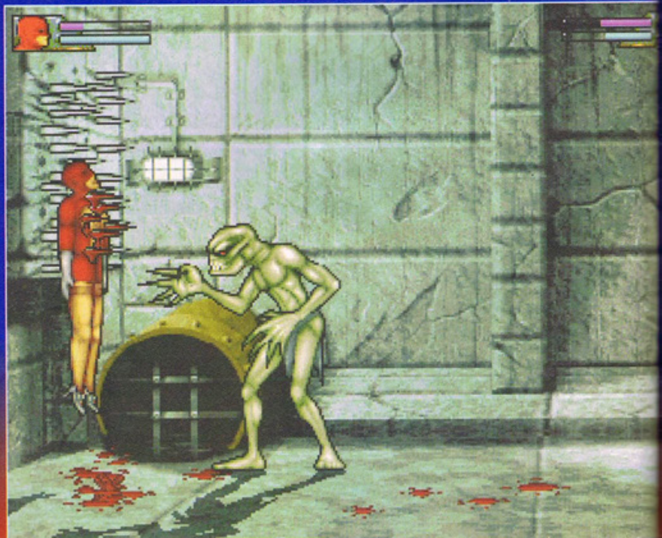
Sound now. And you'll be pleased to know that there's nothing here to annoy me. It's all great – from the intro music to the sound effects. They're all good, so let's get on to how the game plays.

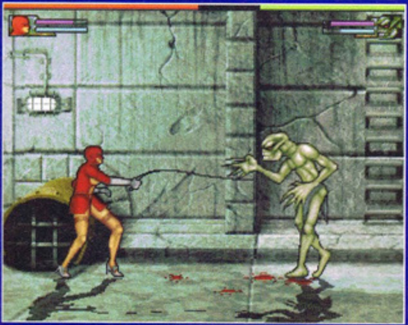
Loads of different moves and stuff, you know all about that, but what'll need pointing out is the two bars beneath your strength meter (at the top of the screen). These are your fatigue levels. Basically you can't just run around like a headless chicken because you become fatigued and the more fatigued you are the more susceptible to attack you are. You'll also find that taking a few unanswered hits causes you to be fatigued and as you stand there with your head bowed, gasping for breath, your opponent can sidle up to you and hit you with their best shot. Unless of course you're faking the fatigue and wallop them as they cockily move in for what they think's going to be the kill.

It's this kind of thing – being able to fake fatigue and such that sets *Capital Punishment* apart from the ordinary and elevates it to a *Format* Gold. Knock an opponent onto the deck and you can still charge into them while they're on the floor, and continue kicking and punching them. Great stuff.

The only other really major point that *Capital Punishment* can call its own is the introduction of traps. Basically, when either fighter's strength is almost gone some traps appear from the scenery – usually spikes coming out of the wall or one of the gargoyle statues dropping their trident a few degrees from upright, resulting in a tasty meat hook.

RIGHT: Demona meets a nasty alien type and ends up on the losing side. These traps don't come out until one fighter's health is getting very low.

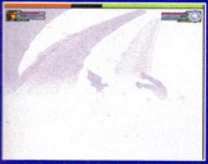




Demona whips an alien. Notice how I've cleverly managed to get screenshots of Demona with none of her 'bits' showing. And how I haven't mentioned Cathy, Linda or Andrea yet?



"It was this big". The bandaged angler's 'one that got away' story was so impressive his friend plain fainted away. And almost disappeared completely off the screen.



The last battle in Epic mode and Qwesul morphs into a bat. A bat that can obviously pack one hell of a punch!



How on earth are you supposed to fight something you can't see? And when you can, it keeps changing into different things!

The idea's obviously to knock your poor, almost dead anyway, opponent up onto the spikes or whatever (a good uppercut when you're in close often does the business) and finish them off in style. These are great fun to play around with but they are something of a double-edged sword in that you can have all your energy while your opponent has very little yet they can wallop you onto the traps and win the bout, so beware of them – whether you're winning or losing.

And that's about the size of *Capital Punishment*. In two player mode (or three or four if you fancy, because there are league and tournament modes to play around with too) it's excellent fun. Take the time limit off and you and a chum can slog it out for as long as your hands can stand it without cramping up.

One player mode is far too difficult in my humble opinion – the computer opponents only need to get a couple of hits on you and the bout's over – but then it's better to be too hard than too easy and the best way to get some practice is to put the game in two player mode and experiment with each fighter until you understand how to execute a few decent combinations of moves – you'll be well away.

ClickBOOM have certainly tried hard with this game and it shows. Not only are the graphics excellent but there's depth to the gameplay. Experience, skill and tactics all play a part which is just how things should be in games like this. I wouldn't go as far as to say it's one of the best Amiga games ever created but it's certainly the most polished and playable in this particular genre.

ClickBOOM have proved they can apply themselves and create games worthy of high praise (even if they have got cringe-worthy ideas of what needs to be included to appeal to a mainly adolescent male audience, but hey! This is just my opinion – they obviously held a different opinion during the game creation process, so that's fine really). So let's hope they continue and build on the excellent foundations they've put in place.

Capital Punishment is not necessarily a game that's going to appeal to everyone, but if you like your beat-em-ups then you're certainly going to be hard pressed to find one that plays anywhere near as good as this. AF



Caught in a trap. This hurts your energy, your fatigue and just about everything else. Generally unpleasant all round.

CAPITAL PUNISHMENT

Publisher
ClickBOOM

Price
£29.99

Versions
AGA Amigas

System requirements
1Mb

Release date
Friday 13th September

10/10 GRAPHICS
Superb. Some of the best you're likely to see in an Amiga game.

8/10 SOUND
The music and sound effects are of a very high standard. Not quite as impressive as the graphics, but only slightly.

9/10 ADDICTION
This one keeps you fighting. Once you work out a new set of moves it's difficult not to try 'em.

9/10 PLAYABILITY
All the essential ingredients for a decent beat-em-up in that you can learn to do better, effort is rewarded and skill plays a big part.

OVERALL VERDICT

Not only one of the best beat-em-ups for a long time, it's one of the best games we've seen for a while. You really want to be playing this when you know you're going to be fighting other human beings but even in one player mode you're going to have fun. Right, who wants a kicking?

90%

DNA

Andy Smith perked up when offered a blast of Deoxyribose Nucleic Acid – until he realised it was a simple wargame.



The small white arrow points at the cyborg thing chappie you're controlling. There's a dead baddie right in front.



Find a gene sample and pick it up and all day long you'll have a gene sample. Here's a sample nearly researched.



Once a gene's researched, if you like what it does you can introduce it to your characters' DNA. Simple as that.



At the end of each sector you get the chance to spend some points improving your various abilities.



Completing a sector enables you to choose which sector you want to go and attempt next. Like this one here.

Imagine a mix between the first couple of *Valhalla* games and *Laser Squad*. Now you've got a mental picture of what Applaud Software's first full Amiga game looks like.

Now imagine trying to play a game that's a mix between the first couple of *Valhalla* games and a slow version of *Laser Squad*. That's pretty much what playing Applaud Software's first full Amiga game is like.

It's a turn-based strategy game. Of sorts. You control two characters – a human and a cyborg – who have to fight their way through some 36 one-screen sectors which are populated with some mutant aliens. Your characters have a limited number of action points which can be spent doing 'things' during your turn. Things like walking, turning round, or punching the enemy. But beware, you've only very few action points so don't plan anything like: walk over here, punch this alien twice, move back down here, because the furthest your likely to get is a short walk to stand in front of the first enemy alien and your points run out. Then it's their go.

But what's all this gene business you've read about? Well, genes are like power-ups. Kill a baddie, pick up the remaining genes, spend a couple of turns researching the effects of the gene and if you like what it does (provides you with shield in one instance) you can introduce it into your character. Sounds like a splendid idea. Except it's not been very well implemented.

For a start you seem to spend a lot of action points picking up genes you've already researched before and secondly the genes you do find don't go far enough to help you out. The difficulty curve is way too steep. Sure, this means you have to think about your moves when you're playing each sector – but actually what you spend your time doing is trying to have one of your characters run (run! Hobble slowly more like...) around the screen as a decoy while your more injured (both characters are usually in a bad way when you begin each sector) character tries to grab some energy-replenishing food and medi-kits.

This looks awful and has some major gameplay flaws. Hopefully *DNA 2* (if there is one) will be more fun to play and better value for money. This one isn't.



Here I am standing at the side while all the action takes place in the middle. Only problem is, that's where the medi-kits are too. Oh well, time to go for it.

Out now from:
Applaud Software • 33 York Road Church Gresley • Swadlingcote Derby • DE11 9QG

DNA

Publisher
Applaud Software (mail order only)

Price
£14.99

Versions
A1200

System requirements
All Amigas with 1.5Mb

Release date
Out now

5/10 GRAPHICS
Crude but effective. Although there are still things lying around that I don't have a clue about.

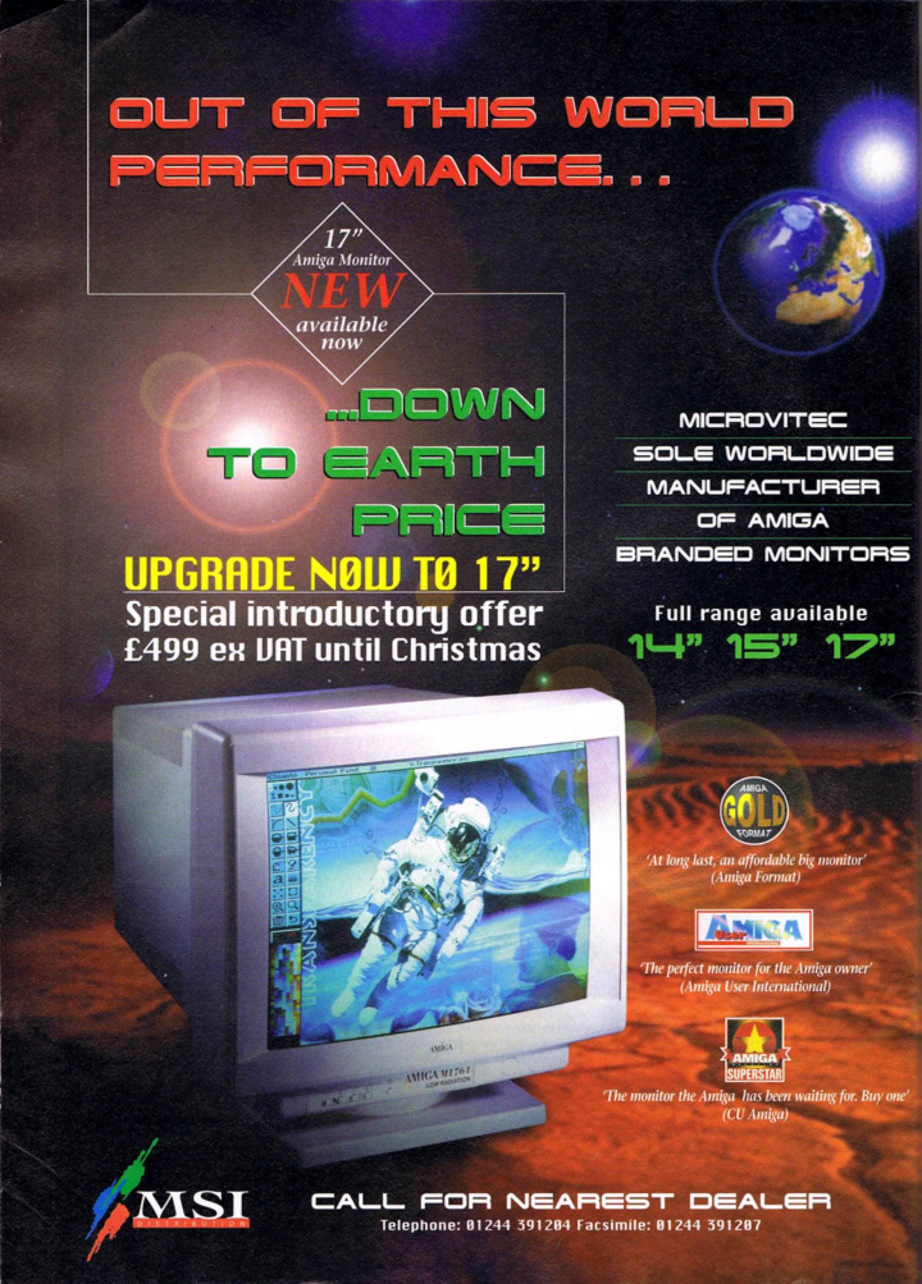
3/10 SOUND
Very little going on but that doesn't affect the gameplay one iota.

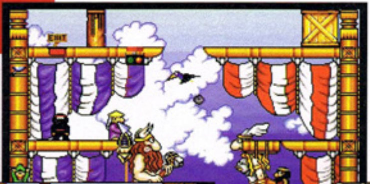
6/10 ADDICTION
You know the war of attrition is going to wear you down eventually.

6/10 PLAYABILITY
Simple if a little clumsy. Not the most user-friendly. Easier when you know what does what.

OVERALL VERDICT
Not a game for anyone who likes action. Or fun games.

48%


OUT OF THIS WORLD
PERFORMANCE. . .
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Right: Robin Hood avoids the dangerous dragons by standing on a block of stone.

Below: The viking's just taken a vicious bop on the nose.





Left and above: Get the Mandarin character across this moving platform.



Our Egyptian chum does a groovy sand-dance. The Bangles did a song about this once. Or something.

Humans III, Evolution, Lost in Time

Put **Andy Smith** in charge of small characters needing help and guidance and things are bound to fall apart...

Guide a bunch of small chaps (up to four) towards the exit on each level. And then do the same again on the next level. And so on and so forth. Our Cathy can't have ordinary cups of tea or coffee. She has to have special Rooibosch tea bags because she's allergic to ordinary tea and coffee. Or something. See how the rest of us take the little things for granted? Like good, cohesive gameplay.

Of course, each level is difficult and requires you to coordinate the actions of all the characters to get at least one of them to the exit. Coordinating their actions involves things like standing one on top of the other to reach platforms the characters can't otherwise reach. Or getting one of the characters to pick up a length of rope to allow the others to climb up to his level.



Choose your team BEFORE you know what hazards await you on the next level. Grrr!

Freedom of Choice

Ben just doesn't drink tea or coffee. He could if he wanted to but just doesn't ever seem to want a cup when someone asks him. He's got the choice but just says no. You haven't got many choices when you're controlling your characters, but some are able to do things that others can't – the ninja for example can do a small flying drop-kick whereas the viking can't. But none of the characters do anything until you tell them to do it. They just stand there otherwise.

Why don't I like this game very much? I normally really like puzzle games, so what's wrong with this one. For a start it's over fiddly. You have to be almost pixel perfect at times and there's nothing more annoying than having spent 10 minutes chopping and changing between characters while you manoeuvre them around the landscape, getting them right near the exit and then one of your chaps falls off a platform because you stood him too close to the edge. Grrr.

And the puzzles are too awkward. I'm not saying they're too tough, but they're not inventive – they just take an awful lot of tedious character manipulation to solve. And that makes the game tedious to play. Especially when you're up against the clock. The gameplay experience is not one of 'hmmm, I have a cunning idea, let's try this...' it's much more of a 'damn, now I've got to jump them all off the platform and get the bloke with the rope to pull them all up again. And again, and again.

Sorry Gametek, this isn't much fun to play. It's certainly professional but that doesn't make up for the lack of excitement. AF

HUMANS III

Publisher
Gametek

Price
£19.99

Versions
A1200

System requirements
A1200

Release date
Out Now

7/10 GRAPHICS
All very jolly. Not especially jaw-dropping, but varied and pretty. And functional.

5/10 SOUND
Average tunes, average sound effects. Nothing remarkable here.

3/10 ADDICTION
Small mistakes are rewarded with long, complex, repeats of the previous moves.

2/10 PLAYABILITY
Clumsy, awkward, fiddly, interface doesn't make this a comfortable game.

OVERALL VERDICT
Puzzles are tedious rather than challenging,The final package is not very mouth-watering.

60%

They're not available commercially. Yet. But maybe the good ones will be. Soon. They are, of course, the...

Reader Games

£50 winner

Regular readers will be well aware of the rising standards in the home-grown software we've featured in the Reader Games section over the last few months and this has not escaped the attention of the commercially minded software publishers.

Reader Games is now brought to you in association with Epic Marketing.

This means two things: every submission featured on these pages receives an Epic CD (or a voucher – we haven't worked out the details at the time of going to press) and the winner will receive £50 from *Amiga Format* and £50 worth of CDs from Epic (again, details haven't been worked out yet). But there's an even bigger implication to be considered – Epic are going to take a long, hard, look at the best submissions with a view to publishing them in the future.



The game could be improved if the pointer didn't have to travel all over the screen so much.



LEFT: Only six cards to clear and then you've won. But what's the betting you'll get stuck?

GAME: P*Y*R*A*M*I*D
AUTHOR: BARRY WRIGHT
LANGUAGE: AMOS PROFESSIONAL

Anyone who uses a computer for any significant amount of time must have at least one card patience game sitting around that they can just spend the odd ten minutes here and there playing. And, if you're using an Amiga through the day you could do yourself a big favour by tracking down a copy of Barry Wright's *P*Y*R*A*M*I*D*.

The game's the old 'pair up cards that make up thirteen – 8+5, 9+4 and so on – and remove them from the pyramid', the object being to remove all the cards from the pyramid.

This game's about as competent as you can get really, there's nothing wrong with it at all. But! It could be improved. Only slightly, but improved nonetheless.

The mouse pointer (a small hand) moves around the screen a tad slowly for my liking and there's far too much actually moving the mouse around the mat required to get the pointer from one card to the next.

Another improvement could be made by simply getting rid of the need to click on first one card, then its partner and then the discard pile. If you could just click on the first card, then double-click on its partner and then watch both cards jump onto the discard pile, life would be sweet.

VERDICT: POLISHED AND WELL PRESENTED, THIS PATIENCE GAME IS GREAT AS IT CURRENTLY STANDS AND WOULD ONLY NEED A COUPLE OF MINOR TWEAKS TO MAKE IT EVEN BETTER. ALTHOUGH IT'S ONLY A GAME OF PATIENCE IT'S ONE OF THE BEST INCARNATIONS WE'VE HAD IN THE OFFICE AND WE HAVE NOTHING BUT PRAISE FOR ITS AUTHOR. NICK SAYS 'CAN HE DO A CRIBBAGE GAME PLEASE?'. THIS MONTH'S £50 PRIZE MIGHT JUST BE THE INCENTIVE BARRY NEEDS TO ANSWER NICK'S PRAYERS.

GAME: CRYSTAL KINGDOMS
AUTHOR: LEE WILKIE AND JOHN GRIMSEY
LANGUAGE: BLITZ BASIC 2

This one will take you back. It's a platform game in which you're controlling a character (who looks a little like Rick Dangerous) who has to collect keys and diamonds.

The keys are most important here because progress through the levels is hindered by blocks that only disappear when you run into them when you've got keys about your person. I'll come back to this because it's important. Diamonds are collected for points.

The levels are populated by a whole range of small animals. These need to be avoided because contact with any of them results in the loss of a life. Look, you get the picture, this is an unoriginal platform game in the old tradition.

It's also one of the best looking reader games we've seen and has been expertly put together. Lee states that he's been working on the game, on and off, since 1993 and the polish and attention to detail is obvious. It's just so frustrating to play.

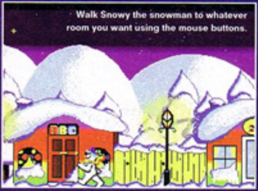
Back to the keys. Suppose you've got one key, there's a passage ahead that you need to go through and the way's blocked by two key blocks, one on top of the other. You can bet your bottom dollar that you're going to touch the top block. Result? You can't get any further. GRRRRRR!

Sorry Lee, but this really winds me up. I don't mind so much the fact that you need pixel-perfect jumping and accurate timing to jump over the bug and under the flying fireball at the same time, but this kind of thing is just damned annoying. Sure, maybe I should just be trying harder to get it right. Sorry, that's a cop-out.



It's vital to collect the keys if you want to progress through the levels. The diamonds are points.

VERDICT: *CRYSTAL KINGDOMS* IS A PROFESSIONAL QUALITY PRODUCT. THE GAMEPLAY HARKS BACK TO THE EARLY '80's AND THAT'S ULTIMATELY IT'S DOWNFALL. THE PLAYER IS PUNISHED FOR THE SLIGHTEST ERROR AND THAT HAS YOU PULLING YOUR HAIR OUT RATHER THAN ENJOYING BEING ABLE TO PROGRESS.



Walk Snowy the snowman to whatever room you want using the mouse buttons.

GAME: SNOWY
AUTHOR: JOHN KNIGHT
LANGUAGE: AMIGA E

It's not often we get Reader Games submitted that fall into the Edutainment (bleuch!) bracket, but here's one: *Snowy*. *Snowy's* a snowman I'm sure you'll not be surprised to hear.

Snowy's not actually finished because it's author is currently having to endure a Software Engineering degree course (endure? Yeah, right, in the pub I'll bet...), but that doesn't really matter because *Snowy* consists of a few sub-games bolted together and accessed from a menu screen. Simply walk Snowy to a door, press fire and enter the sub-game.

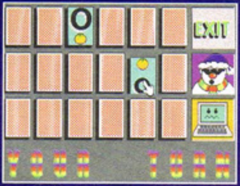
The first of the pair of sub-games is pairs. You have a load of cards face down, you turn one over and then pick another. If the card matches, hurrah! If not, you turn 'em both face down again and the computer has a go. Once all the pairs have been matched it's game over. This is the trickier of the two as the cards are letters (one upper case, one lower case) with a small picture for each letter and the computer's turn is very quick so you don't get a chance to see what it is unless you're very sharp.

The second game is a simple snakes and ladder variant where you progress by rolling a dice and then adding your dice score to the number of the square you're already on. You then move your counter to the new figure and the computer has a go. And that's your lot. Currently at least.



Andy Smith gets an adding up question right shock! He was never the best in his maths class the poor lad....

VERDICT: ALTHOUGH THERE ARE ONLY TWO SUB-GAMES THEY ARE BOTH WELL PUT TOGETHER. THE GAME OF PAIRS PROBABLY NEEDS MORE WORK AS IT'S A BIT QUICK, BUT SNAKES AND LADDERS IS FINE. A COUPLE MORE SUB-GAMES ARE NEEDED FOR THIS TO BE CONSIDERED READY FOR COMMERCIAL RELEASE.



Here you're playing the game of pairs – and the computer opponent doesn't like it one bit.

GAME: SKIDZ
AUTHOR: CHRISTOPHER KEY
LANGUAGE: AMOS PROFESSIONAL

It's *Destruction Derby* – but on the Amiga! This two-player only game sees you and a friend in a small square arena (viewed from above) where you both try and smash your little cars into each other. Simple as that.

Every collision causes damage, but if you instigate the collision you come off better than your opponent, and things can really go your way if you manage to smack him into the walls as well. Walls really hurt. Which is why you should avoid them at all costs. This is great stuff and 13 year old Christopher's first attempt to produce a game other than for his own amusement.

There are things wrong with it that could really improve on what's fundamentally a solid base: the graphics are drab but that's not terribly important, the control is awkward to say the least – it's joystick or nothing and a keyboard option is sorely missed.

Your car doesn't drive well and could possibly do with a re-centering option whereby you turn to the left for as long as you're holding the joystick to the left and the wheels straighten up when you let go of the joystick, rather than the car continually going left once you've moved the joystick left, or right if you move it right which is how things are at the moment. I reckon this would make it a lot more accessible and easier to pick up and play. The cars also incur and receive damage too quickly – just a couple of smacks into the wall and your car's trashed. Less severe amounts of damage would make the game more exciting.

There are player definable options which include the speed of the cars and the amount of skid and this is a very good thing. More polish and the essential keyboard option would make an even better game.



The blue car ruthlessly slams the yellow car into the wall, causing much hurt. It won't be long before this bout's over and done.



The graphics could do with a bit more work on them but that doesn't affect the basically good gameplay.

VERDICT: THE CARS DAMAGE TOO QUICKLY WHICH MEANS THE BOUTS ARE OVER FAR TOO FAST. THERE'S NO KEYBOARD OPTION AND THE CARS ARE DIFFICULT TO HANDLE AS THE CONTROLS ARE NOT INSTINCTIVE. OTHER THAN THAT, *SKIDZ* IS A GREAT LITTLE GAME. THERE'S DEFINITELY ROOM FOR IMPROVEMENT IN THE GRAPHICS THOUGH.

Continued overleaf ➡

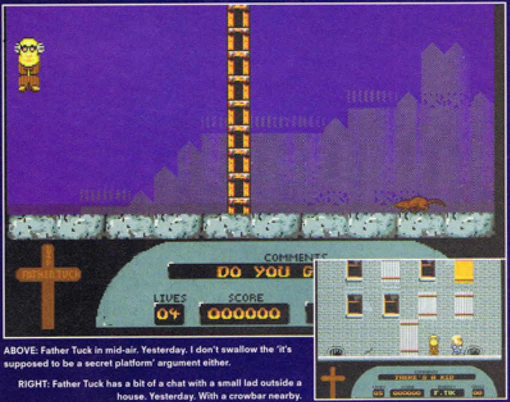
GAME: FATHER TUCK
AUTHORS: STEVEN MAWHINNEY AND DEIRDRAGH MCGIVERN
LANGUAGE: REALITY

We had a look at the Reality Games Packs last month (*AF*89, 66%) and here's a reader version of pretty much any of the *Charlie Chimp* games. Except it's starring Father Tuck and he's looking for his lost Bible.

I hope this is Steven and Deirdragh's first Reality game because it needs some improvement. A dictionary certainly wouldn't go amiss chaps.

But the important improvements come in the design dept. There are locations you enter that lose you a life immediately. Every time you enter them. As you wander into the new location there's a rat or a bird right on the other side of the screen and you don't know they're there until it's too late and you're dead. It takes several attempts to discover just where on the previous screen you should be standing before you make your jump before you manage to enter the location alive.

Other curious phenomena include being able to stand halfway up the screen in seemingly thin air. For no good reason. Father Tuck does very little that's unexpected, which is largely due to the limitations of the Reality Software Construction Kit, rather than lack of imagination on the part of the authors, but there's room for some more thought at the design stage.



ABOVE: Father Tuck in mid-air. Yesterday. I don't swallow the 'it's supposed to be a secret platform' argument either.

RIGHT: Father Tuck has a bit of a chat with a small lad outside a house. Yesterday. With a crowbar nearby.

VERDICT: DEMONSTRATES THE LIMITATIONS OF THE REALITY SOFTWARE CONSTRUCTION KIT. NEEDS MORE THOUGHT FOR EACH SECTION OF THE GAME AND PLEASE GUYS, TAKE OUT THAT HUGE DOG! IT CAUSES MORE FRUSTRATION THAN ENJOYMENT.

GAME: CONFLICT
AUTHOR: LEO RUNDLE
LANGUAGE: AMOS



Split-screen two-player action as you and a chum run around trying to kill each other. On the Amiga.

The flavour of this game is like DeathMatch from *Doom* – but on the Amiga. That is, the idea is very simple – you and a mate are on a level and the object of the game is to find and shoot your mate whilst avoiding getting shot in return. Simple as that.

The action is viewed from above with your characters being little more than blobs with guns held in front of them. You both then run around chasing after each other while you shoot little 'laser blobs' at each other. The first person to be killed, erm, loses.

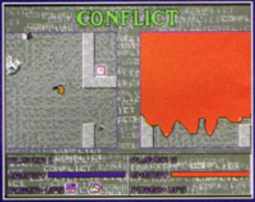
There are, however, a couple of twists that need to be mentioned. The main one being the addition of power-ups. Grab yourself a couple of shoes power-ups and you'll be moving twice as fast as you were before – very handy if there are only two shoe power-ups on the level and your opponent didn't get any...

Other power-ups include faster shots (you can only have one 'laser ball' in motion at any one time – shoot and you either have to hit your opponent or an obstacle before you can shoot again), more powerful shots and medi-kits.

Possibly the biggest extra twist though and one that, for me at least, kills off the game to a great extent is the time limit that's imposed on each level.

I can understand why Leo's put it in – it does increase the tension somewhat when you know you've got to get your killing over quickly, but I would have preferred to be able to choose whether I want to play a long, drawn-out battle or a quick blast-run-blast-run skirmish.

On the plus side, there's a level editor and plenty of pre-set levels to choose from. So there you go.



And it's all over for player two. The speech that accompanies this screen is excellent.

VERDICT: GREAT PRESENTATION, SIMPLE GAMEPLAY THAT CAN BE AS EXCITING AS YOU WANT IT TO BE – UNTIL THE TIME LIMIT RUNS OUT. IF THE PLAYER WERE ABLE TO CHOOSE WHETHER TO PLAY WITH A TIME LIMIT OR NOT I WOULD HAVE ENJOYED THIS MUCH MORE. EXTRA FEATURES LIKE BOUNCING SHOTS WOULD HAVE ADDED ANOTHER DIMENSION TO THE GAMEPLAY ALSO. MAYBE IN *CONFLICT 2*?

MORE OF THE SAME PLEASE!

This Reader Game's section is becoming so popular that we're looking to expand it. And there's something in it for you! Every game featured wins an Epic CD and the winning entry wins £50 from Amiga Format and another £50 worth of Epic CDs.

Now if that doesn't inspire you to get those submissions in then nothing will.

Just a note of caution though: don't bother sending in that PD game you coded three years ago just to try it on, we'll spot it and chuck it in the bin. After we've erased the disk for good measure.

And, once the game's been featured here in your favourite magazine we'll be passing them onto Epic Marketing who'll take a look at the really good ones with a view to publishing them. There's nothing guaranteed, of course, but you never know – you might just get a phone call in a couple of months time. In which case, please make sure you put a contact number or address on your submission (which you'll need to do anyway, or we wouldn't know where to send the goodies now would we?).

CRASH! BANG! WALLOP!

8 BACKPACKS TO GIVE AWAY!

WIN!WIN!WIN!WIN!



WIN!WIN!WIN!WIN!

Amiga games are fab. We all know that, but they are, at the end of the day, only computer games. You're never really there are you?

Well now you could be a lot more involved in the action with an Interactor backpack. Plug this groovy device into the sound sockets at the back of the Amiga and marvel as the pack strapped to your back shakes about in synch with the on-screen action. Feel those punches! Experience that head-on collision! Shudder as you take those rocket hits!

And that's not all folks, the Interactor also plugs into your stereo, so you can really get up and get down! And for lucky *Amiga Format* readers we've got not 6, not 7, but 8 backpacks to give away to our lucky readers.

And all you've got to do to win one of these tremorendous (geddit?) prizes is:

1. Produce an Amiga game. A really, really good one.
2. No, not really. I mean you can if you want, but you don't need to, to enter the competition.
3. Send in a cassette tape of yourself singing one of Shakin' Steven's popular 80s hits. Like 'Green Door' or 'This Ole House'. Or another one if you fancy. Yes, you can send your entry in on disk if you like.

Send your Entries to: Shaky's Back! Amiga Format, Future Publishing, 29, Monmouth St, Bath BA1 2DL.

Rules: 1. The judge's decision is, and always has been, final. 2. No correspondence will be entered into. 3. Did I say that bit about the judge's decision yet? 4. No employees of Future Publishing or Aura can enter. Nor can Bristol City fans. 5. All right, Bristol City fans can enter if they really have to. 6. Closing date is December 1st, the eight best entries, in the judge's opinion, will win the prizes. 7. Still no rule 7 look.

GameBusters

Tips and cheats so you can get more out of the games you've bought. Therefore enjoy them more. You'll then associate that feeling with *AF* and continue to buy it. Because it gives you what you want: tips and cheats...

PRIMAL RAGE



Learn just how to pull off a dramatic Scorpion Sting when you're fighting as Vertigo. Then again, learn how to counter it with an Inferno Flash when you're fighting as Diablo. Kewl!



Ouch. See? SEE! Once you know the moves, don't tell your mates, just beat them. Every time.

In what's rapidly becoming a beat-em-up theme issue, here are all the combinations you'll need to master to become an expert at the rather satisfying dinosaur slug-fest that is *Primal Rage*.

KEY

The abbreviations used throughout this guide mean:

A joystick AWAY from opponent
T joystick TOWARDS opponent
U joystick UP
D joystick DOWN

ARMADDON

Gut Gouger	**T T A** (at close range)
Bed O' Nails	**D D U** (hold fire button)
Uppercut	**D T T U T**
Iron Maiden	**A U T**
Mega Charge	**A D T**
Spinnning Death	**A T D**
Flying Spikes	**A A U** (projectile)
Eat Human	**U T D**
Gut Fling	**D D D D** (fatality)
Mediation	**T D A T T** (fatality)

BLIZZARD

Air Throw	**U D** (when jumping and at close range)
Ice Geyser	**D U U**
Mega Punch (fake)	**D U D**
Mega Punch (long)	**A T A T**
Mega Punch (quick)	**A T T**
Mega Punch (short)	**A T U**
Punching bag	**A D T U**
Throw	**T D A U**
Freeze breath	**A A T** (projectile)
Eat human	**A U T D**
Brain bash	**D D A U T** (fatality)
To-Da-Moon	**D D D D U** (fatality)

CHAOS

Grab 'n' throw	**T A A** (at close range)
Battering Ram	**T T T**
Flying Butt-Slam	**D T U D T**
Ground shaker	**U A A D A**
Power puke (fast)	**U T T** (projectile)
Power puke (slow)	**U T A** (projectile)
Fart of Fury	**D T U A** (projectile)
Eat human	**T D A U**
Cannonball	**D T U D** (fatality)
Golden shower	**D A T A T**(fatality)

DIABLO

Hot foot	**A D T**
Inferno flash	**U U U**
Mega Lunge	**D U U**
Pulverizer	**U T D**
Torch	**U T T** (hold fire button)
Fireball (fast)	**D T T** (projectile)
Fireball (slow)	**D T A** (projectile)
Eat human	**D U D**
Incinerator	**D D D D D** (fatality)
Fireball	**T T T T T** (fatality)

SAURON

Air throw	**U D** (when jumping and at close range)
Cranium crusher	**D U U**
Earthquake stomp	**D D D**
Leaping bone bash	**D U D**
Neck throw	**T A A**
Primal scream	**D U A**
Stun roar	**A T T** (projectile)
Eat human	**D D U**
Carnage	**A T A T A** (fatality
Flesh eating	**D D A A** (fatality)

TALON

Brain basher	**U A U**
Face ripper	**D T D**
Frantic fury	**D T T** (hold fire button)
Jugular bite	**U U** (after a multi-hit combo)
Pounce and flip	**U T T**
Run forward	**A T** (then hold last direction)
Run backward	**T A** (then hold last direction)
Slasher	**D T U**
Eat human	**U T D A**
Heart wrenching	**T D A U D** (fatality)
Shredding	**T U A D** (fatality)

The horned one shows the furry one who's boss in no uncertain terms.





Continued overleaf ➡

← VERTIGO

Come slither	A A A
Scorpion sting	T T D
Teleport	D D D
Voodoo spell	U U U
Venom spit (fast)	T T T (projectile)
Venom spit (slow)	T T A (projectile)
Eat human	D T U
Petrify	T A A T T (fatality)
Shrink 'n' eat	T A A D U (fatality)



Rushing around in *Tower Assault CD[32]* is going to prove a whole lot easier now thanks to this great bunch of tips. They don't help everyone though. Linda's still cack-handed.

TOWER ASSAULT CD[32]



Here's all you'll need to get through the game:

1. Planning your route: quite often, taking the long way round reaps rewards – extra lives and stashes of cash, ammo and keys can all be found by playing just one or two extra levels.

2. Make sure you're extremely well armed and armoured before going after the military or main towers as they're both tough cookies.

3. When meeting one of the big boss aliens, you usually have the choice of facing the boss or taking a longer route round it. Make sure you collect all the pickups before taking on the boss as there's a quirk in the game which means if you go out of the room after defeating the boss you can't go back in so you'll have to take the longer route.

4. Make sure you've got lots of keys before entering a corridor level because you won't have time to search for them once the clock's started ticking.

5. Plan your missions properly. For instance, if you have to destroy some things make sure the last one to be destroyed is the one nearest the exit. If you have to trigger something to start a destruct sequence (e.g. access a terminal) then go around the whole level beforehand and collect all the pickups (e.g. security zone 2).

6. If you have to blow up generators, don't waste ammo shooting them. Instead, walk into the top left corner of each one for a moment and they will blow up.

7. On the outdoor levels, the small aliens are harmless so don't waste ammo shooting them.

8. Search each level fully. If there are thin walls, blow 'em up to see what's behind 'em. Always search every room with an open door for pickups and look around for secret levels (try and find the portaloo!). When you come to a door, think carefully before opening it as you might use a key unnecessarily.

9. Invulnerability tokens do not protect you from radiation so be warned.

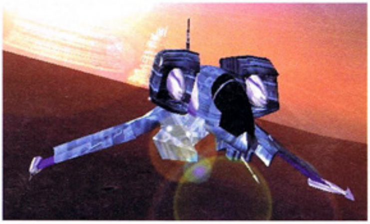
10. There's no point buying the 'in between' guns as on the earlier levels they're not needed and on the the later levels they're not good enough. Save your money until you can buy a refraction laser.

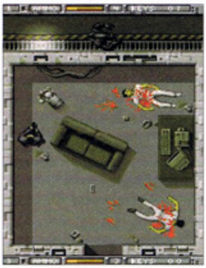
11. Indoor and outdoor gun turrets are stupid. You can position yourself where you can get them and they can't get you.

12. Remember that in the civilian complex you do not need keys to open the doors!

Adam Shailer
Meopham

Below: A rendered intro of a plane flying. Yesterday.





The sofa did it Officer. I saw it. It got up and blasted them then settled down again.

CHARLIE CHIMP AND THE TREASURE OF TUTANKHAMUM
(*AF* coverdisk 87b)
CHARLIE CHIMP AND THE GREAT ESCAPE

Press the HELP key during play and you will be able to use the arrow keys to move around the game area. Press the DEL key to get back to the game again.





Go wherever you please in these *Charlie Chimp* games, thanks to this tip.

KGB:
THE FIRST PART

After the travesty of mockery of a sham of a travesty that was Steve McGill's attempt to provide the complete solution to *Flight Of The Amazon Queen*, you will now behold the first part of a complete solution to *KGB*, kindly supplied by Daniel Platt of Liverpool.The next part will be found on these pages next month. GUARANTEED! No, really.

Chapter One

Exit room, enter upper left room (Vovlov's office), exit room, go to exit (lower right door), select Golitsin's office, say your name to militia man, show him your ID, enter building, inspect desk, get matchbox and matches. Inspect phone, get bug, inspect drawer (locked), inspect radio, get batteries, exit room, ask militia man for the key to the drawer, enter room again, use key on drawer, get newspaper cutting and recorder, wait (Golitsin's sister will come).

Question her: ask her some questions and then tell her she may go. Irina will give you a tape, use batteries on recorder, use tape on recorder, inspect window, exit room, give small key to militia man, go to department P, follow Vovlov to his office, tell him you obeyed his orders and interviewed Golitsin's sister. Give him the cassette, tell him you listened



FROM FAR LEFT:
A foreign bloke in a hat. Some kind of coffee shop and a room you really don't want to ever go in again.

BOTTOM ROW FROM LEFT:
A bloke. A couple of chicks – ouch! Sorry Andrea. And a bloke who you don't want to find standing in your garden at 3am.

to the tape, answer 'Hollywood'.

In colonel Galushkin's office you will receive another mission, go to exit, select Uncle Vanya's place, go to your bedroom, inspect closet, get clothes, wear it, inspect drawer, get $60, exit, go to kursk street, left, enter door, up, use match on matchbox, inspect cupboard, get clipboard, down, outside, left, left, left, left.

Enter building, up, drop clipboard, enter club (lower right door), say 'the barman says it's ok', say 'allow me to contribute to the club funds', offer $30, right, go to door, get clipboard, knock at door 7, tell girl you want to ask her a few questions, answer anything, inside: talk to left girl, tell her you aren't doing opinion poll, then answers: 2nd, 1st, 2nd, ask about the neighbours: in general then about Bellusov and Chevchenkova, say 'I'm investigating...' then 2nd, 1st, exit room.

Knock at the door 5 (Bellusov), select question about Lefortovo then 1st, 1st, 1st, go down, knock at door 4, answer 'no' then 1st, inside: 3rd, 1st, 2nd, exit room (you should spot two guys going up), up, drop clipboard, enter club, left, wait for punk to leave toilet, enter toilet, use lightswitch, inspect trashcan, get heroin, exit, talk to Petka, decide to go, fight Lyonka, inspect him, get lockpick, move body right, move body into trashcan, right, right, right, right, right, right, right, use lockpick on the door, enter, go lower exit, use match on matchbox, inspect cash desk, flick the switch, go left door, use lightswitch, inspect carcasses, exit.

Go right door, use match on matchbox, inspect desk, flick the switch, go right door, go right door, right, right, right, right, enter, up, knock on door 6, answer: 3rd, 2nd, 3rd, 2nd, inside: 2nd, 3rd, 2nd, outside: drop heroin, use lockpick on door 8, go upper right door, use lightswitch, inspect drawer, get tapes, use it on VCR, inspect all and and get everything you can (if you spot guys, don't worry you'll have time later), say anything (you'll end in small closed room), inspect table, get bug, destroy it, wait (Rita will enter the room), tell her all four possibilities, answer: 3rd, 1st, 3rd, 1st, 1st, 3rd – Harry Greenberg will be pushed inside, answer him: 3rd, 2nd – Rita runs away, talk to him, listen to the door, show the bug to Harry, inspect the buzzer (above the door), answer 1st, 1st, decide to call Rita, answer: 4th, 1st, 1st, 1st, 2nd, 1st, 3rd, fight Rita.

Answer 2nd, move Rita onto the couch, inspect drawer, get all, go upper right door, inspect all, get everything, go back, use camera on white paper, put paper into drawer (to the left) hide behind door 8, wait. Verto enters, fight him, inspect him, get all, use camera on blue paper, put blue paper on Verto, go door 8, down, outside, right, right, right, right, right, examine all the photos – you should find 2 texts:
LNNRDU13MAOAAK,
EIGAAG6PLDGPR. It means: Leningrad, Aug 16th, 3pm, Ladoga Park. Go to department P, answer Vovlov: 1st, answer Galushkin: I must go to Leningrad, Ladoga Park, 3 in the afternoon, August 16. Talk with Guzenko...
More next month.



HELPING HANDS

POLICE QUEST ONE

Please help, I have been stuck on for ages now. I am at the point where I have to get a no bail warrant from the judge but whenever I walk into the courtroom the judge sends me out. Is there something I need to say to the clerk outside to get him to let me in?

Andrew Zaremba
Buckingham

Fear not, Andrew, for help is indeed at hand. Enter the courthouse. Walk to the clerk's window, once he talks to you, say I need to see the judge, then say I need a no bail warrant, then say this is an emergency. When he comes back, open the door, enter, wait for the judges prompt, say Marvin Hoffman, then say the Hoffman file, say FBI most wanted poster and finally say the tattoo. Now you'll get the no bail warrant.

INDIANA JONES AND THE FATE OF ATLANTIS

I am totally stuck outside the temple and can't get in. The salesman keeps stopping me. What can I do to get past him?

Timothy Ewing
Herne Bay

Simple mate, to get past Sternhart and into the temple simply talk to the parrot. Say Title? to it and it will tell you what you need to convince Sternhart to let you in.

NEW ZEALAND STORY



I can't get past the whale at the end of the first level. Any cheats?

Flossie
Dagenham

Type FLUFFYKIWIS on the title screen for infinite lives. The HELP key enables you to skip through levels.

MONKEY ISLAND 2

I can't win the drinking contest or the spitting contest. Help me chaps!

Guybrush (yeah, really...) Freshwater
Isle Of Wight.

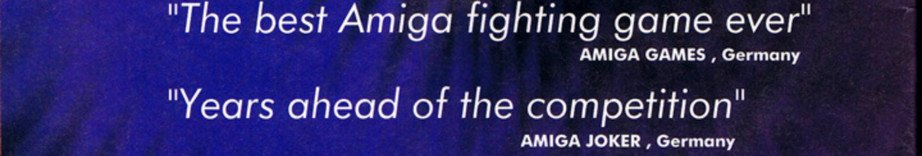
When Rum Rogers gives you a drink, tip it into the tree and fill up with Kate's near grog instead. To win the spitting contest, return to Booty Island and buy the ship's horn from the shop (I'm assuming you've already mixed the ingredients to make the green liquid). Blow the horn at the contest to distract the referee and while he's away, pick up the flags and switch 'em around. Take a sip of the green liquid using the crazy straw and take your place at the line. Wait until the wind blows the scarf of the woman on the right and then spit. You should finish first.

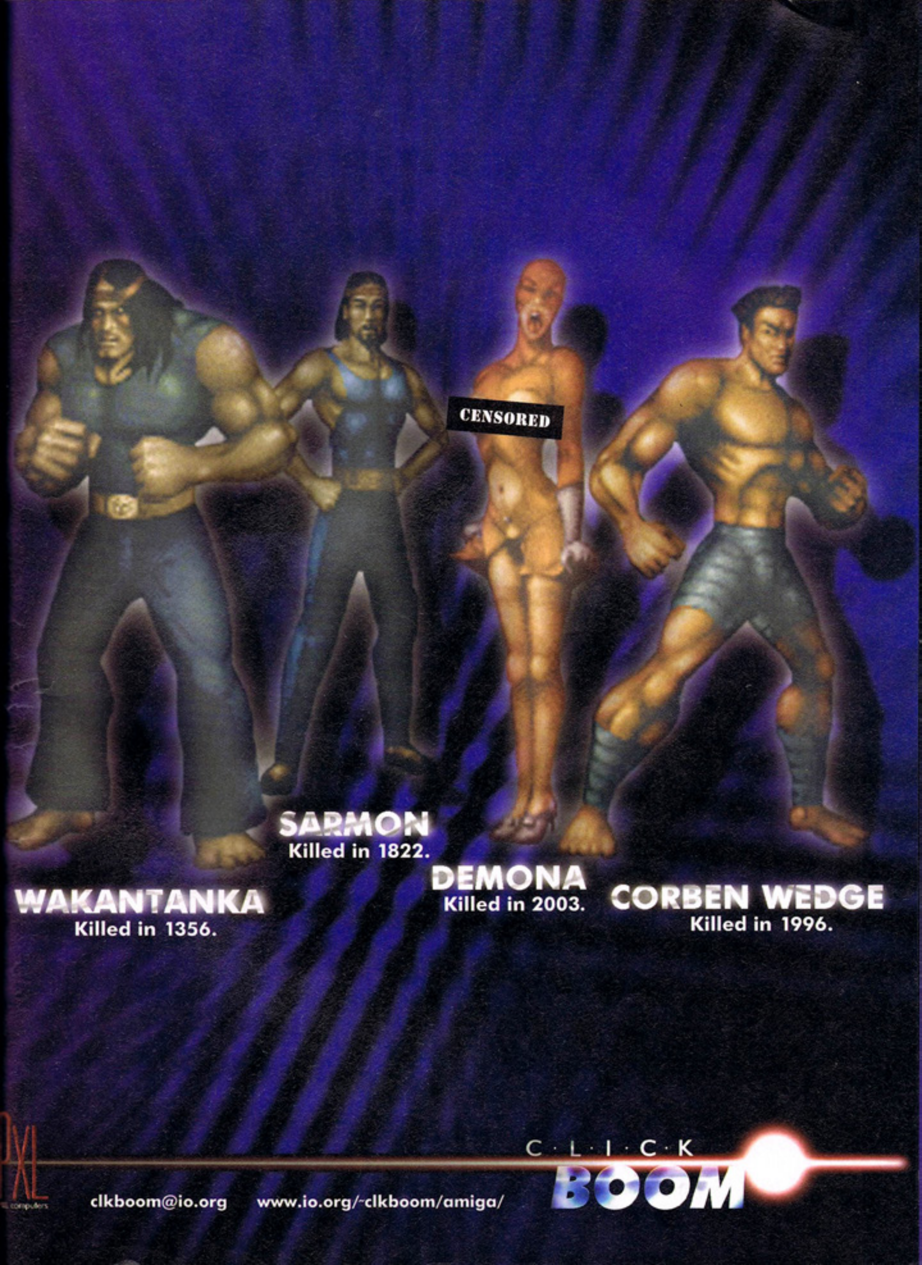
LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.

HELPING HANDS
Amiga Format 30 Monmouth Street, Bath BA1 2BW

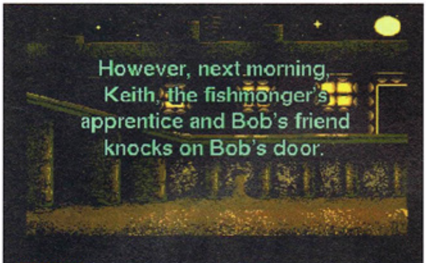

CAPITAL
PUNISHMENT




CENSORED
WAKANTANKA
Killed in 1356.
SARMON
Killed in 1822.
DEMONA
Killed in 2003.
CORBEN WEDGE
Killed in 1996.
PXL
clkboom@io.org
www.io.org/~clkboom/amiga/
C·L·I·C·K
BOOM

PD select

A veritable Aladdin's cave of PD stuff this month. Robert Polding casts his eye over a *Monkey Island* clone and a hard drive security system.



KEITH'S QUEST: The cinematic quality and varied gameplay make this one of the most impressive Licenceware games we have ever come across.

KEITH'S QUEST: (Right) In *Monkey Island* style, there are lots of locations to visit, objects to find and puzzles to solve.





KEITH'S QUEST: (Left) The easy point and click interface makes the game very accessible.

KEITH'S QUEST

By ....*Jasper Byrne*
Ware ....*Licenceware*
PD Library ....*F1 Software*
No of Disks ....*Four*
Price ....*£6.99 per disk + 75p p&p*

This four disk set contains one of the best games I have ever come across from the Licenceware arena. *Keith's Quest* is a *Monkey Island*-style game – the soundtracks from each scene are obviously based on *Monkey Island 2* – and you play a character called Keith. Keith is on a mission to free his friend who has been trapped in an orb.

The gameplay varies more than any other adventure game I've seen. There is all the usual walking around trying different things but you also get to do things like playing a game of Llama Invaders.

The mouse control is excellent, and the character responds very quickly. Rapidly scrolling screens mean the game moves quickly and, with a hard disk, they load almost instantly.

Keith's Quest isn't easy, but anyone can get to grips with the puzzles and because of the speed and the option to save your game, you keep loading it again to attempt them another time.

The witty dialogue and stylish graphics mean this release should be part of everyone's collection – it represents a great achievement by a highly skilled programmer.

CLASSIC PUCMAN

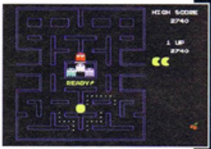
By ....*Augenblick*
Ware ....*Licenceware*
PD Library ....*F1 Software*
No of Disks............................*One*
Price ....*£3.99 + 75p p&p*

Commercial games are constantly scaling new heights in their advanced graphics, sound and features. You do begin to feel that in some cases the essential elements of games are lost, such as simplicity and gameplay. *Pacman* was (and still is) one of the most popular games ever written. This is a version without any flashy graphics or samples, and goes 'back to basics', meaning it follows the original arcade style in every way.

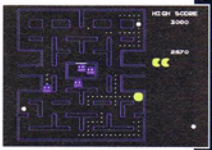
This amounts to a very playable and enjoyable game that will make you keep going back for more. There is a two player option, and this makes the game even more enjoyable. The difficulty can also be changed, from slow to mindblowingly fast.

This isn't an original release, and it has been done many times before. If you want the 'original' then this is for you, but nowadays some of the more modern versions, such as *Deluxe Pacman*, may be preferred.

Continued overleaf ➡



CLASSIC PUCMAN: Play the original in either US or British versions.



CLASSIC PUCMAN: You can almost smell the dingy backstreet arcade...

PD selection of the month

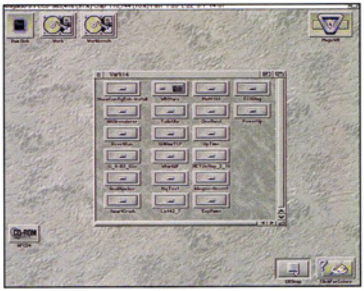
ENLOCK V3

By ....*Mike Carter*
Ware ....*Shareware*
PD Library ....*Roberta Smith DTP*
No of Disks...........................*One*
Price ......*90p per disk + 50p p&p*

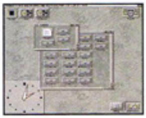
If there is anything the Amiga hasn't got commercially, it's a good personal security system. This type of programme allows you to have a password to access your hard disk and is often built in to PC systems. *Enlock* has been around for a while, but this is the first time it really caught my attention.

The system is stylish, professional and easy to use. It is very effective as it literally locks your hard disk to prying eyes, and doesn't allow them to access the data contained without a password.

It uses the Installer system, complete with sampled sounds and does almost all the work for you. Once installed you are greeted with a sound sample when you boot and a very nice animated opening screen. You configure the system by typing a certain access code when the password is requested. This is a 'crippled' shareware release, meaning there are restrictions if you don't register. In this case you have to wait thirty seconds before your computer boots unless you register, something that you can't live with if you constantly re-boot your system, and registration is just £5, so it's excellent value. If you want to keep prying eyes off your work, or stop your little brother crashing your machine, this is an excellent purchase.



VARK 14: (above) it seems like only yesterday that volume 13 appeared.



VARK 14: If you would like this rather interesting clock on your desktop, look no further.

VARK 14

By..*Vark*
Ware ....*Freeware*
PD Library ....*Roberta Smith DTP*
No of Disks............................*One*
Price........*90p per disk + 50p p&p*

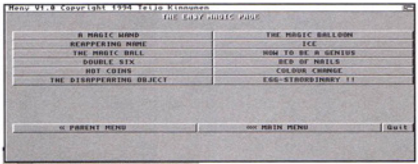
It was only last month that I reviewed *Vark 13*, and already 14 is out. The major difference between the two is that all the files on this disk have been archived, and as a result many more utilities have been included.

There must be something for everyone on this disk – utilities ranging from Workbench Hacks to a Klingon accent and there are several utilities that enhance your Workbench.

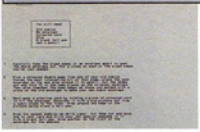
ShowConfigEnh is a programme that updates your ShowConfig utility. Instead of just showing board IDs it also shows a description of the board. This is particularly useful for keeping track of multiple expansions.

SmartCrash improves the terribly simplistic crash requestor (Suspend, Reboot etc.) and gives you a full description of the error and also several extra options. There is another 'Start' button utility which uses a Windows '95-style bar and a utility to diagnose hardware problems.

There are also a selection of utilities made just for fun. *WBStars* adds a starfield to your Workbench, and several programmes that make big ASCII text. Each of the programs have their own qualities, and they are all worth a look. The set is well compiled and if you want a useful compilation full of new software then this is exactly what you've been looking for.



THE ACTION DISK: (Above) Loads of interesting bits and bobs, including a guide to magic!



THE ACTION DISK: I bet you never knew you could make your own Comic cards.

THE ACTION DISK

By ....*Whirligig Soft*
Ware ....*Freeware*
PD Library ....*Online PD*
No of Disks............................*One*
Price........*75p per disk + 75p p&p*

This is the author's debut disk and he is just 13 years old. It's a unique production, containing magic tricks, recipes, puzzles and things to make. The interface uses the menu created for the *OctaMED User* magazine and is a text-based system that loads *PPmore* to show documents. This works well, and looks very professional.

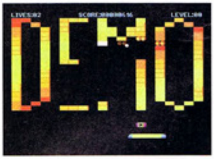
The documents are the strong point of this disk whereas the 'things to make' category has many (often silly) instructions for making anything from Egyptian lettering to an X-Ray picture of yourself.

The 'Easy Magic' category is packed with instructions for a variety of tricks and there are recipes for snacks such as almond slices, and chocolate coconut slabs.

There are also several puzzles included, with the solutions. Some are very simplistic while others are much



BORIS BALL: Andrea played this game nearly all day to get these pictures...



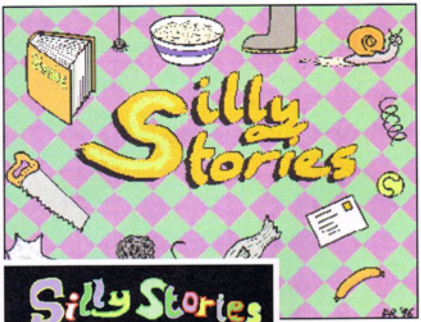
...It's a shame she was useless at it. She does have some redeeming features though...

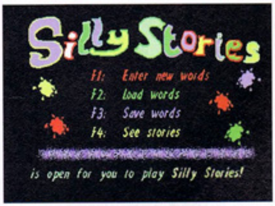
THE ACTION DISK: An admirable first effort from one of the younger Amiga users.





...Probably. Anyway – *Boris Ball* is top *Arcanoid*-style action.





SILLY STORIES: **There is a name for programs which make sentences out of random words – I can't remember it though.**

SILLY STORIES: **It's great fun though, and you can save your word lists to disk too!**

more challenging. This is a fun (if fairly pointless) disk and the author was obviously deservedly pleased with the final product. Ideal for anyone who's stuck for something to do.

BORIS BALL (Demo)

By..............................*Benn Wyatt*
Ware ....*Licenceware*
PD Library ....*Online PD*
No of Disks............................*One*
Price........*75p per disk + 75p p&p*

There have been hundreds of 'bat and ball' clones but this is one of the best that I've come across. I always look with some doubt at something that tries again at an already tried and tested formula but, as with Pucman, I am delighted when a really good 'clone' arrives.

Boris Ball doesn't offer much over the competition but don't let this deter you – it's still an excellent game. In case you haven't come across a game like this before (which I seriously doubt), you control a bat at the bottom of the screen and must hit a ball into 'bricks', clearing them from the screen.

All the usual features are here – there's a laser gun and the ability to make your bat magnetic. I found the bat a bit too large, making the game easier than it should, and some of the levels were boring. But there were no problems with the actual game engine, and this is a well presented production.

Despite the old game formula and the existence of better versions this is excellent and certainly well worth adding to your 'clone collection'!

SILLY STORIES

By ....*Paul Riggs*
Ware ....*Freeware*
PD Library ....*Online PD*
No of Disks............................*One*
Price........*75p per disk + 75p p&p*

This is an excellent Amos-written program that allows you to enter words that are then interpreted into stories – and very funny ones at that. This is the only place you're ever likely to find the three bears visiting Porridgeville only to find their Readybreak has all gone!

The program makes all your stories into good English – you have to enter the nouns, verbs etc. of your choice and the stories are always clear and easy to read.

This is definitely a release to show your friends as it's one of the best I've seen. The interface and presentation is simple, using a text-based system, and you are not allowed to re-edit words.

Several things could have helped the program, such as the ability to exit without having to enter all the words and a mouse-based system with screenmode and font control. But these don't hinder things drastically, and this remains an innovative and extremely enjoyable production.

For all word freaks and people who like some literary humour, but can't afford Private Eye.

AMIBASE 4

By ....*Keith Grand*
Ware ....*Shareware*
PD Library ....*Online PD*
No of Disks............................*One*
Price........*75p per disk + 75p p&p*

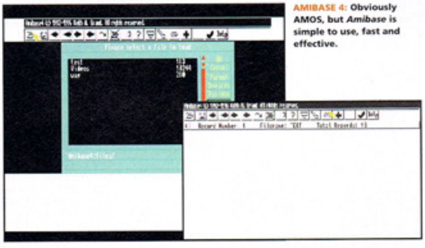
A Database is always a useful addition to anyone's software collection but, as of late, the only options for decent databases have been *Final Data* and *Datastore* – both commercial and costing a fortune.

PD Databases have always been around, but they lack the interface and flexibility of their commercial counterparts – with the exception of new programs such as the excellent *Fiasco*.

Amibase 4 attempts to bridge that gap and is one of the better PD databases. The first noticeable difference is its incredible speed. The records can be viewed at a blistering pace, and this could be one of the reasons why there is no flashy interface.

Having said that the interface could be a lot worse. It's obviously *AMOS* based using four colour buttons. There is also a hard disk installer and utilities, such as a creator for stand-alone disks.

Programs like *Fiasco* are far more configurable and look much better than this does but if you are looking for a simple, hassle free database then this is definitely a good buy.



AMIBASE 4: **Obviously AMOS, but *Amibase* is simple to use, fast and effective.**

AMIBASE 4: **You will need some imagination to construct the layout of your database.**

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:

ROBERTA SMITH DTP
190 Falloden Way
Hampstead
Garden Suburb
London NW11 6JE
☎ 0181 455 1626

1. For Mice & Men
2. Picture This Vol 4
3. Pro Lottery
4. Vark 13
5. Poly World & Flame
6. Starblank (util)
7. Inside Info Collection (5 disks)
8. Helping Hands
9. SID
10. Clipart Looney Tunes / Hit Kit 2

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

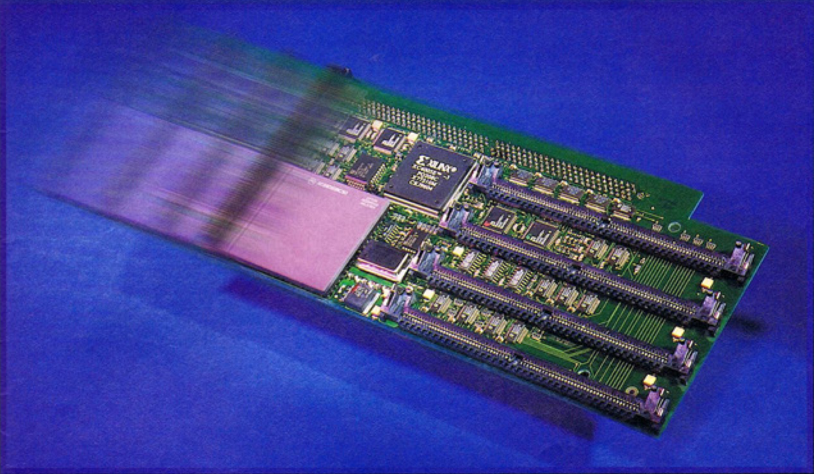
ROBERTA SMITH DTP
190 Falloden Way
Hampstead Garden • Suburb
London • NW11 6JE
☎ 0181 455 1626

ONLINE PD
1 The Cloisters
Halsall Lane • Formby
Liverpool • L37 3PX
☎ 01704 834335/834583

F1 SOFTWARE
31 Wellington Road •
Exeter
Devon • EX2 9DU
☎ 01392 493580

Other good PD libraries

AF SERIOUS



The new member of the Cyberstorm family from Phase 5 is seriously fast. **Simon Goodwin** checks it out ...p54

AMIGA FORMAT SURPRISE SURPRISE



Probably the most surprising verdict this month was **Dave Taylor**'s review of the CD-ROM drives, both were really excellent pieces of equipment.

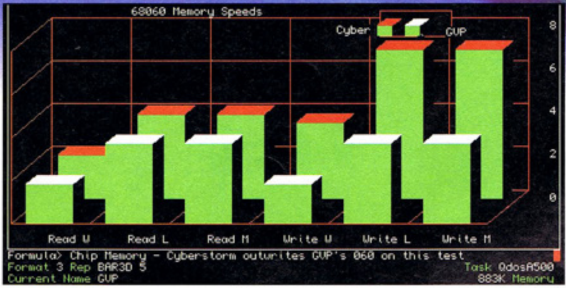
Remember to take a look at the extensive Cyberstorm review by Simon Goodwin, who also reviewed the GVP 68060 accelerator last issue. **Nick Veitch** gives StormC a really good going over and our Internet expert, **Darren Irvine**, looked at two new programs from HiSoft, Termite TCP and a commercial version of IBrowse – they can be bought separately or bundled with an email system. Lastly – don't forget the CD-ROM pages – **Graeme Sandiford** picks out the best on offer this month.

REVIEWS

Cyberstorm Mark 2



Simon Goodwin tests the re-engineered version of Phase 5's top-notch accelerator.



ABOVE: This graph clearly illustrates the advantage of the Cyberstorm over the GVP 68060.

The Cyberstorm Mark 2 follows up the original Cyberstorm – the first 68060 accelerator for any Amiga. The Mark 2 fits all Zorro 3 Amigas, including tower versions of the A3000 and A4000, as well as desktop models. So, how does it compare with the Mark 1, and its other rivals?

The Cyberstorm Mark 2 is a single board slightly larger than the GVP 68060 accelerator reviewed in *AF88*. The main differences are that SCSI control is an add-on at extra cost, and the four 72-pin memory sockets are relatively widely spaced so that SIMMs can slide in obliquely, rather than at right angles to the board.

The 68060 processor has no heat sink or fan, and soon gets too hot to touch. However, I did not run into overheating problems and the official word from Phase 5 is that you shouldn't need one.

Low-profile design means that the whole assembly will fit the tight space in Commodore Amiga Towers, including the A3000T and A4000T, which were too cramped for the Cyberstorm Mark One. The optional SCSI adaptor still plugs into a socket at the end, extending upside down under the A4000's rear drive bay and this does make it a bit tight.

The SCSI board did not arrive in time for our review, so we used a Zorro 3 SCSI card, standard IDE and floppy drives. There is little noticeable performance benefit from the 68060 with Commodore interfaces, as the bottleneck is the motherboard. The IDE drive works a little faster, but still ties up the processor.

Phase 5 warn that Zorro 3 DMA devices are incompatible with the A3000 and Cyberstorm Mark 2. Apparently this stems from a fault on the main board. However the built-in SCSI 1 interface on the A3000 motherboard is compatible, and can access Cyberstorm fast memory without limitations.

DOCUMENTATION

The documentation is well-printed but poorly translated from the German. A few sentences seem to have passed the translator by, while some translations are opaque – how about 'praxis-proven emulation'!

But the manual tells you what you need to know, and includes clear photographs and tips on installation in a desktop A4000. The documentation says that Kickstart 3 is required – all A4000s have Kickstart 3.0 or 3.1, and should work fine, but if you're running Kickstart 2 in an A3000 you may need to upgrade – check with Harwoods before you buy.

PLUG AND PLAY

The greatest thing about the Cyberstorm Mark 2 is the total absence of configuration jumpers. You just stick the memory on the board, the board in the computer, and off you go.

You can mix SIMMs from 4Mb to 32Mb in size, and they appear as a contiguous block of memory.

The trade-off is that memory access on the Mark 2 is slower than on the original, yet it still only works with

AIBB

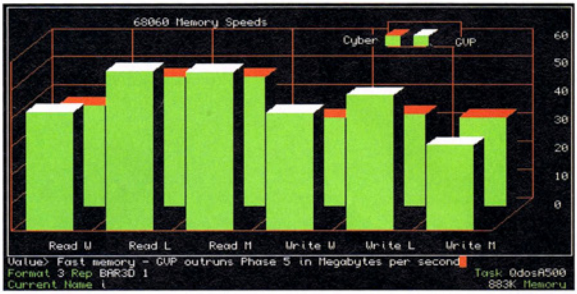
The old Intuition benchmarker AIBB is not 68060-aware, and must be tricked into running on the Cyberstorm by pretending it's a very fast 68000 and 68882. This stops it using some later improvements to the instruction set, but still reveals CPU performance about four times that of the A4000/040, twelve times faster than the A3000. Like all benchmarks, this is an average; 68030 systems lag most in floating point speed, while Commodore's 68040 board has particularly slow memory access.

Most tests rate the GVP and Phase 5 boards neck and neck. The most pronounced difference is that GVP score eight per cent higher on the FMatrix test, while the Cyberstorm was five per cent quicker on AIBB's InstTest.

SIMMs rated at 70ns or faster. This rules out 80ns SIMMs fitted on the A4000 motherboard, although you can leave them in place, where they can be read a bit faster than with older CPUs.

The manual warns that 'SIMM modules of the most different producers are on the market which do not keep the imprinted speed.' In practice, it worked fine with all the 70ns SIMMs in my collection.

You may need to move a couple of jumpers on the Amiga motherboard, as the Mark 2 is an asynchronous board – it does not provide timing signals to the A4000, unlike Commodore's 3640. If you're replacing one of these with a Cyberstorm you must move JP100 and 104, next to the CPU connector, to the 'internal' position.



ABOVE: In comparison, this graph shows the advantages of the GVP 68060.

SOFTWARE

The Mark 2 comes with a 68060 library and a replacement for Commodore's 68040 library amongst other software.

CyberGuard is Phase 5's version of Enforcer. It is particularly useful for C and assembler programmers, catching errors hard to find by other methods.

CyberPatcher and CyberSnooper boost programs developed for earlier Motorola processors. CyberSnooper checks for references to absent instructions, and CyberPatcher replaces the original code with updates to suit the 68060.

These Cyber-utilities came with the original Cyberstorm but they've had minor tweaks to improve performance. Support files now also include an updated shareware copy of Barfly, and the latest PhxAss assembler.

ROM2FAST is a new tool to copy Kickstart into Cyberstorm fast memory. It's the equivalent of GVP's KSREMAP, except that once used there's no way to cancel it and regain the 512K of fast memory used to hold the ROM image.

CyberMapper is similar but intended to load a different ROM from that built into the machine. I was unable to get it to work with Commodore's developer 68040 Kickstart files.

COMPATIBILITY

The Mark 2 Cyberstorm is fast and compatible with almost all software for high-end Amigas. The main obstacle is the copyback cache, on the 68060 like the 68040, which delays writes to memory, boosting performance but upsetting some programs that work fine on 68030 and earlier Amigas.

In general, 68060s run 68040-compatible programs around four times faster. This factor will increase as new programs make better use of the multiple execution units in the 68060.

Commodore's CPU command is one of the few 68040-friendly tools which does not work properly on the 68060. Phase 5's replacement, CPU060, can toggle features of the 68060 like superscalar execution and the branch cache – not that these cause problems on any programs I've encountered. But there's no COPYBACK option, so the only way to fix programs that object is to disable the data cache completely – slowing down both reads and writes. GVP's replacement CPU command has the same weakness.

PERFORMANCE

The GVP is slightly faster at reading from its own memory and much faster than the Cyberstorm 2 at word and long word writes to its own memory.

But Cyberstorm 2 is much faster at writing to chip memory. The difference is so great – almost a factor of two – that I guess they're emulating the 68030 cycles unusually accurately. This refinement *will* make a difference to AGA graphics and other Amiga hacks that rely heavily on writes to the motherboard, like Parnet, serial drivers and 14 bit audio replay – this is good news for those with a predilection for ShapeShifter, *Gloom* and AGA animations in particular.

It remains to be seen how well the Cyberstorm 2 SCSI board will perform. The SCSI 2 adaptor is a new design – a good thing in view of the vagaries of the Mark 1, but it's still an add-on board, whereas the GVP and Warp Engine have fast built-in NCR chips. So I tested the Mark 2 Cyberstorm with a DKB 4091, from Power Computing.

It performs fine with Cyberstorm Mark 2, although hogging most of the CPU time while busy. Phase 5's forthcoming adaptor SCSI should fix this, though it remains to be seen if it can match the frugal 1.3 per cent CPU utilisation of GVP's SCSI2 implementation.

OVERALL

The Cyberstorm Mark 2 is an improvement on the original, most notably from a mechanical point of view. Phase 5 have squeezed the functionality of three original boards onto one, making a unit that fits the cramped space inside A3000 and Commodore Tower cases as well as the standard desktop A4000.

If you're after a very fast A4000 processor, the Cyberstorm Mark 2 must be a serious contender. The top speed for fast memory is slower than for GVP, but configuration is easier and more flexible. If you hate setting jumpers, and want top-flight Amiga processing in a big box, then this is definitely the board for you!

CYBERSTORM MARK 2

DISTRIBUTOR
Gordon Harwood
01773 836781
White Knight
01920 822321

PRICE
£699.95

SYSTEM REQUIREMENTS
Zorro 3 Amiga
(any 3000/4000(T))

SPEED ●●●●●
Motorola's finest by far.

MANUAL ●●●
Probably better in German.

ACCESSIBILITY ●●●●
Much better than Mark 1.

FEATURES ●●●●
The only feature missing is Virtual memory.

VALUE ●●●●
You get what you pay for.

"A significant improvement on the previous version and strong competition for the GVP 68060."

90%



We have always said that it shouldn't be done, but here **David Taylor** introduces two new drives that change all the rules.

IDEal



It looked like a SCSI version but on closer inspection it became clear that the Siren drive was capable of much more.

Siren CD-ROM

We've always remained adamant that trying to attach more than one IDE device to the A1200 is a very bad idea. It's been a common Workbench question from people who want to expand beyond a single hard drive but don't want all the expense of a SCSI adaptor. After all, take a look in any of the PC mags and you can see IDE CD-ROM drives selling for £50. No wonder Amiga owners want a cut of the action. The problem has always been that while most new PCs have two IDE interfaces allowing up to four devices (a primary and slave unit on each), the A1200's IDE interface can only have a single hard drive attached. Or so we all thought. There are now at least two drives which take advantage of a revolutionary piece of software called *IDEFix*, which overcomes the problem.

SIREN CD-ROM

The Siren drive was the first unit to arrive and a cursory glance suggested, largely because of the SCSI type housing, that the drive was simply a SCSI version attached using the DataFlyer which fits onto the IDE interface. We were wrong – and remember, don't ever attach a SCSI device to this unit because it not only won't work, but it is also likely to damage your equipment.



To fit the drive, you have to take your Amiga apart, and if you have a hard drive fitted, remove the data ribbon. You also need to lift off the floppy drive. A ribbon goes from the IDE interface to underneath the floppy where the spare port is situated. There it attaches to a circuit board which you screw down. If your drive is 2.5", there is a second interface off the ribbon cable to use, but if it is a 3.5" drive then you take a

second lead back from the plate to the drive. Then you put everything back together and attach the unit to the port. The CD drive itself is an IDE device housed in a SCSI case, with a ribbon going into the back where the case joins. This is a bit ropey, because it does lead to the wrong conclusions. The SCSI ports should at least have been covered over.

When the hardware is set up, you simply need to install the software (or do this first if you want). When it has installed, you need to add a line into your startup-sequence and you're set to go. All you need do is use *CDFind* to locate the drive and then set up a CD mountlist, which is easy.

When in use you will find the speed of the drive is amazing. It far outstrips any SCSI CD-ROM I have used on the Amiga. Directory listing is almost instantaneous – faster even than my hard drive and copying files is as fast as between two hard drives.

CD PLUS

Eyetech sent us a complete IDE solution. With this kit, you can now have up to four IDE units on the A1200 – although we only had three to test. Although it relies on the same software as the unit from Siren, it is a very different unit. With this you get a larger circuit board that doesn't look very elegant, but which is very powerful. A ribbon from the IDE interface goes to the board, and then two more come off – one goes to the internal hard drive and the other has two interfaces on it and goes out to the external units.

Eyetech decided that many owners would feel uncomfortable with removing their floppy drive to fit the hardware (probably a correct assumption, although there is no valid reason for it). Instead the circuitry sits next to the IDE interface and the ribbon cable is simply fed out between the join of the A1200's case on the left. This doesn't look exceptionally professional, but the nature of IDE cables is that they are normally internal, so they never look that great. It does mean that users can place the new units on the left without masses of cable sitting around, which is what most people want.

As well as a CD-ROM drive, we have had an IDE EZ 135 drive to try. The back of the units have been properly adapted with the SCSI ports removed and replaced with a single IDE in port. The CD drive has a power out port for you to plug the EZ drive into. This way you only need a single plug for both units. The data ribbon has the two interfaces and you simply plug one into each unit.

The CD mounting software is the same as that on the Siren unit – a standard mount file. The EZ drive mounts with a custom command – if you want all of this done every time you boot, you just put them all in your WBStartup drawer. There is also a Mountlist for using MS-DOS formatted EZ cartridges.

UNBELIEVABLE

I really don't have the space here to do these drives proper justification. They really are both exceptional pieces of equipment, giving you cheap expandability and speed – the EZ drive works faster than my hard drive! Given the choice, I would probably go for the Eyetech drive because it allows more IDE devices and is the easiest to fit. Having said that, if you really don't need to expand beyond the CD drive, then either is fine, but check out the prices to make sure that you get the best deal.

Eyetech CD-ROM

AMIGA GOLD FORMAT



The large circuit board may not look very elegant but the Eyetech drive has plenty of attractive features.



Solutions

SIREN CD-ROM

DISTRIBUTORS
Siren Software 0161 796 5279

PRICE
Siren: 8x £239.99
4x £169.99

SYSTEM REQUIREMENTS
A1200

SPEED ●●●●●
Very, very, very fast.

MANUAL ●●●
A single sheet but easy to follow.

ACCESSIBILITY ●●●●
Very easy to fit

FEATURES ●●●
We said it was to be avoided. They have proved us wrong.

VALUE ●●●
How can an 8 speed costing under £80 in a PC mag cost over £200?

"I was pleased to take my Amiga apart."

90%

EYETECH CD-ROM

DISTRIBUTORS
Eyetech 01642 713185

PRICE
Eyetech: 8x £199.95 4x £149.95
EZ135 (inc. casing) £129.95

SYSTEM REQUIREMENTS
A1200

SPEED ●●●●●
Choosing between this and SCSI is easy.

MANUAL ●●●●
There are pictures included to make it even simpler.

ACCESSIBILITY ●●●●
You just have to be comfortable with a screwdriver.

FEATURES ●●●●
Two IDE devices would be good enough, but Eyetech go for four!

VALUE ●●●●
Maybe you should look at buying the CP Plus hardware and buying the units yourself.

"An absolutely superb bit of kit."

96%

StormC



A storm is rising, but just as Nick Veitch is about to get his brolly out, he discovers it is in fact a new development package...

You may think there is nothing sexy about a C compiler. You may associate C programs with long haired people, resplendent in their anoraks, sitting cross-legged somewhere and typing arcane instructions in a shell like "sasc -a -c -d N=12 -g30 plop.c". Well, who am I to say you are wrong.

But there are a few things you haven't considered. The first is that without a top notch C compiler for the Amiga, you wouldn't be able to play around with so many of the programs, tools and utilities you take for granted. The second is that C no longer works that way.

Of course, the language itself is the same – it is a standard – but the way programs are generated has changed. Since the excellent Think C on the Macintosh, and Visual C on the PC, the emphasis on C program development is all to do with the environment the code is created in. The term "Project Manager" no longer refers just to that funny chap with the briefcase and mobile phone that nobody wants to talk to at parties. It is now also taken to mean an integrated environment for creating programs.

StormC is the first Amiga compiler to feature such a well developed environment, so it's a big surprise that it actually works very well. It is really just a matter of typing in your code and clicking on a button – no more creating batch scripts or laboriously going through the compiling and linking process via the shell. Although the individual components still exist, and you can still generate everything manually if you really want, the project manager seemlessly co-ordinates everything for you.

A PLACE FOR EVERYTHING

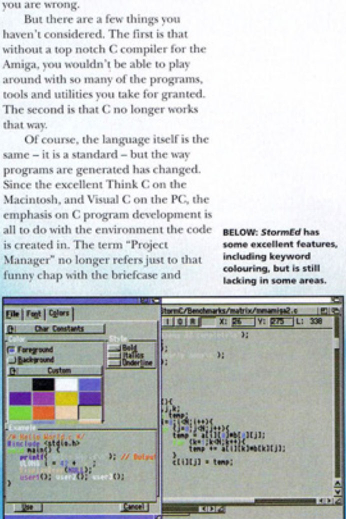
One of the most useful features of the project manager is the automatic recognition of filetypes. Thus when you add headers to your project, they appear in the headers section automatically, as do source files, locale catalogues and even docs and AmigaGuide files. In fact, if you run StormC on the Workbench screen (which is only really advisable if you have a decent sized display area) you can simply drag files into the project.

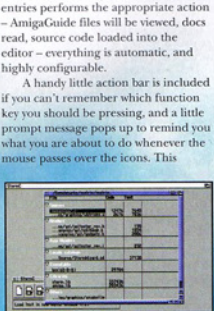
Double-clicking on any of the entries performs the appropriate action – AmigaGuide files will be viewed, docs read, source code loaded into the editor – everything is automatic, and highly configurable.

A handy little action bar is included if you can't remember which function key you should be pressing, and a little prompt message pops up to remind you what you are about to do whenever the mouse passes over the icons. This simplicity certainly eases novice programmers into the C environment, without taking away any of the power – you can still fiddle around with all the linker and compiler settings via a nice preferences section, rather than having to remember the magic keywords.

This brings us on rather nicely to some of the options you can change. StormC is the first C compiler on the Amiga to include support for optimising code for the 68060 processor. Up until now C programmers on the Amiga have not been able to take real advantage of the fastest processor known to Amigakind. This can be crucial for the best performance of software on the '060.

BELOW: *StormEd* has some excellent features, including keyword colouring, but is still lacking in some areas.





ABOVE: File recognition means all project files are organised appropriately.

BENCHMARKS

We have said many times before in *Amiga Format* that benchmarks don't really mean that much. The perfect benchmark has never been made. However, I am a hypocrite, so here are some benchmarks that I used to check the code optimisation of the compiler.

The basic test was based around a number of 64 by 64 matrices, filled with double precision floating point numbers, which were then multiplied, divided, and combined together in ways that modern science should best steer clear of. The reason for this is that floating point operations, and indeed, huge arrays, are often the weakness of optimisers and a deficiency of the later series of 680x0 processors.

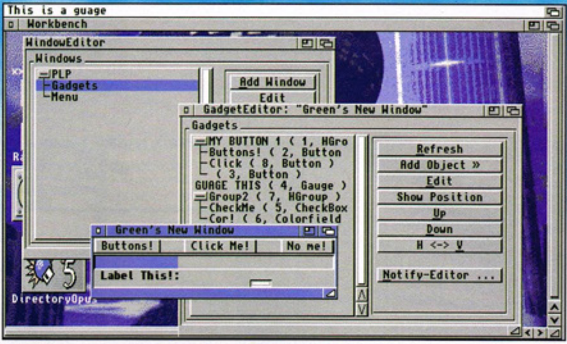
One final note, the version of the program compiled with SAS/C was compiled using slightly different libraries, so it is unfair to directly compare them, though it does tend to suggest that the optimisation routines in StormC could be improved upon.

Compiled code	Relative run speed
68000 code, no optimisation	1.00
68000 code, opt. level 6	1.37
68030 code, no opt.	6.21
68030 code, opt. level 6	6.45
68060 code, no opt.	6.91
68060 code, opt. level 6	259.8
SAS/C opt. for 68040	283.4

(all tests run on a 68060 processor)

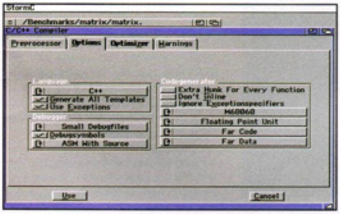
WIZARDS

Okay then, there still are some arcane features of programming. But these Wizards aren't little chaps in pointy hats, but a rather more useful code generation utility. Storm Wizard is a utility for generating GUIs. Quite simply, you use the program to generate menu items and windows, then it compiles the necessary code. I wouldn't say it was terrifically easy to use, but it's certainly a damn sight easier than manually writing the code for every window your project is going to need.



We are off to see the wizard – well okay, we are just using the excellent Storm Wizard (available separately) to create a nice GUI.

Many people may have heard how some programs actually run slower on the '060 than on an '040. Without getting too deeply involved, this is because some FPU instructions have been simply rationalised out of the '060's built in FPU system. In order to retain backwards compatibility, the '060 has to anticipate these instructions and emulate them, which can take much longer. An optimisation program which could foresee these problems and replace worrisome code, as well as using some of the more advanced instructions which have been added, would certainly speed up execution on an '060 by a great margin. In fact, you can see the differences for yourself in the benchmark boxout. Haage & Partner also intend to update StormC to



The compiler options allow for optimization for the '060 and other CPUs, amongst other features.

include support for native PowerPC applications, when a PowerPC based Amiga finally becomes available. Let's hope they may consider producing their own assembler too, instead of relying on Frank Wille's, admittedly excellent, PhxAss assembler.

STORMING

Every C programmer has their favourite text editor. *Cygnus Ed, Edge, Turbotext, GoldEd* or whatever. Frequently they will claim that they can't write code without them (and usually this is true, as you can quite easily build up a huge collection of macros for loops, intuition functions and all sorts).

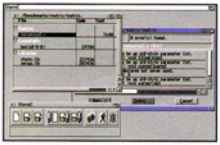
It is sad to report then that, in spite of some rather excellent features, the integrated editor, *StormEd*, has no facility for even the simplest macro functions. Neither does it offer multiple or split views on the same source file (although you can have different sources open simultaneously). In a way this isn't really a surprise – they are writing a C development system, not necessarily a text processor, and since most programmers grow rather attached to what they are used to anyway, maybe it didn't seem that important. You can change the preferences to automatically launch *GoldEd* instead of *StormEd*, but if you want to use another editor, you'll have to save and import the text manually.

This is a great shame as *StormEd* has some wonderful features, not the least of which are the context sensitive text colouring (which quickly identifies comments,) and associated syntax checking, the automatic indentation, bracket matching and the jolly useful undo buffer. There is even intelligent autosaving. Maybe next version…

AFTER THE RAIN

It may seem like I don't like this compiler system very much. That isn't true. It is a wonderful leap forward for all Amiga programmers. At last we have a development tool which offers the kind of features programmers on other platforms have taken for granted for years. It also doesn't mean abandoning any previous code you may have written, as the system retains a very high degree of compatibility with SAS/C.

However, there's still room for improvement, particularly in the optimisation and the supplied editor. The asking price may seem a little steep too, but if you compare the cost to similar systems on other platforms, which retail for about twice as much, it isn't quite so bad. If the deficiencies in this version are cleared up, then the next will be even more of a bargain.



The integrated environment also includes an excellent debugger.

STORM C

DISTRIBUTOR
Blittersoft
01908 261466

PRICE
£269.95 (£179.95 if you're using another C compiler and wish to swap to the Storm C package).

SYSTEM REQUIREMENTS
WB 2, 3Mb RAM and a hard drive.

SPEED ●●●●

MANUAL ●●●
Some poor translation, but detailed in how the project manager functions.

ACCESSIBILITY ●●●●●
Because of the one-click compiling it is ideal for novice programmers as well as professionals.

FEATURES ●●●●
The only current Amiga C compiler which actively supports 68060 optimisation.

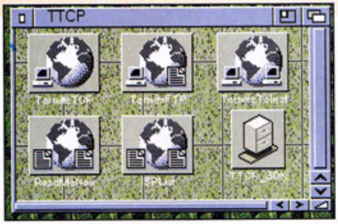
VALUE ●●●
It may seem a tad expensive but not if you consider the cost of C compilers on the Apple Mac or on the PC.

"A tremendous new development environment for C programmers of all standards."

86%

Termite TCP

Darren Irvine takes a look at a couple of software packages from HiSoft aimed at letting you get more from your Internet connection.



• *Termite TCP* is simple to install and get up and running.

***Termite* is one of the growing number of TCP stacks available for the Amiga, and is supplied commercially by HiSoft and developed by Oregon Research.**

One of the main advantages that *Termite TCP* has over longer-in-the-tooth systems, such as AmiTCP, is that it is amazingly easy to install and set up. There is none of the usual messing around with environment variables or editing of user-startup. You don't even have to waste hours setting up a dial-up script. In fact, I was able to install and get connected to the Net within 15 minutes of taking the *Termite TCP* disk out of the box.

The manual is extremely helpful, and takes the user through each stage of the installation and setup procedure, including using the excellent dial-up script creation tool. This works by getting you to log into your ISP manually and recording the prompts and your own keypresses. *Termite TCP* then automatically creates a dial-up script that is used for all subsequent logins. As long as your ISP has supplied you with the correct information regarding IP numbers, email addresses and so on, then anyone will be able to get *Termite TCP* up and running.

If you're still at the stage where "IP numbers" or "DNS" means nothing to you, *Termite TCP* can help there too, as the manual comes with a comprehensive "Reggie's Guide to the Internet" section. In this, the inexplicably named Reggie the Termite gives a brief overview of the Internet, and covers all the terms that a complete novice needs to get to grips with. There is a guide to the type of Internet software available as well as a list of useful sites on the Net itself.



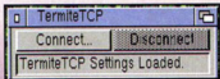
• Termite FTP works well enough, but lacks the feel of some other file transfer systems.



• In a similar way to the FTP program, *Termite Telnet* is a no-frills program, but it works well enough.

All is not sweetness and light with *Termite TCP* however since, despite an excellent manual, there are some problems and ommisions with the package itself. For a start, there is only support for PPP type net connections, and although this shouldn't be a problem for most ISPs, it must be borne in mind if you are moving over from a SLIP-based system. Also, although *Termite* comes with FTP and Telnet clients, that's it – no email or news software comes supplied. Admittedly these are easy enough to obtain from the Net itself, but their omission detracts substantially from a system which is otherwise ideally suited to complete newcomers to the Net.

The other main problem is that, despite the inclusion of a support library, some applications designed to run under the AmiTCP system don't operate correctly. In some cases the only problem is a mysterious error message when you first run the application but which doesn't cause any other problems. At the other end of the scale, I wasn't able to get the IRC client "Grapevine" working at all. No doubt someone will email me now and tell me what I was doing wrong, but the point is this further detracts from what should be an easy to use system.



• BELOW: This tiny window is all that's used to connect and disconnect to the Internet using *Termite TCP*.

TERMITE TCP

DISTRIBUTOR
HiSoft
01525 718181

PRICE
£59.95

SYSTEM REQUIREMENTS
Min: 68000 1Mb Chip RAM, floppy drive.
Preferred: 68030, 2Mb Fast RAM, a hard disk.

SPEED ●●●●
Fast for almost all operations.

MANUAL ●●●●●
Excellently written and informative.

ACCESSIBILITY ●●●●●
Easy for even novices to use.

FEATURES ●●
Features could come with more applications.

VALUE ●●
A tad pricey when compared with Shareware alternatives.

"If Termite was PD I'd recommend it to everyone but its price and lack of supplied applications let it down."

70%

& IBrowse



● IBrowse supports image positioning and backgrounds well enough, but the program can't handle image re-sizing.

Second up from Oregon Systems via HiSoft is the commercial version of the *IBrowse* web browser.

IBrowse has been knocking about in various forms for a while on the Net, but this commercial version is the first that really looks like a professional product (which is no doubt, why they've decided to charge real money for it).

IBrowse requires the use of Magic User Interface (MUI) but thankfully this is also included in the price of the *IBrowse* system itself. Installation is relatively straightforward, with little to fool the novice.

Running *IBrowse* for the first time is also simple, and (providing you have an open connection to the Net) actually browsing the Web is a "Click on the Icon and Go" affair. There are various options available regarding such details as what type of screen to run *IBrowse* on, and whether or not you want various buttons and gadgets to appear on your *IBrowse* screen, but as with *Termite TCP*, the manual is very well written and makes getting the most out of the program very easy.

Actually using the program without recourse to the manual is made easier by virtue of MUI's bubble help facility – just leave the pointer over a gadget and after a moment or two a little help bubble will pop up to tell you what that gadget is for.

Another useful feature provided by MUI which is implemented in *IBrowse* is the FAB Menu. FAB stands for Fast Action Button and the menus are activated by clicking with the right mouse button on certain areas of the Web page that you are currently viewing. For example, right-clicking over an Image gives you the option to display it in an external viewer, or to save it to disk. Similarly, with the links, you can open the link, add it to your Hotlist etc.



● *IBrowse* also features a very neatly implemented internal HotList.

On the subject of images, *IBrowse* copes fairly well with most of the extended HTML tags spawned and implemented in Netscape, including background textures, image positioning, and inline-jpegs. One area which lets it down however is the lack of support for image-resizing. A common HTML technique is to use the same image several times on one page but displayed in different sizes (for instance as one large image and several smaller ones used as buttons). With *IBrowse* they are all displayed at the original size. Maybe I'm being picky here, but it definitely made my own homepage look a bit of a mess.

On the other hand, support for features such as the Hotlist, and the overall operation of the program are very good (if a tad slow), and during testing *IBrowse* remained stable, and surprising for an Amiga web browser, failed to crash even once.



● All you HTML fiends will be glad to know that *IBrowse* includes a 'Display Source' feature.



● The various components of the *IBrowse* screen can be customised, in most cases by simply dragging a group of buttons or whatever to wherever you would like them.

Note that *IBrowse* is bundled along with *Termite TCP* and an email system for the same price as both packages combined – £89.95

IBROWSE

DISTRIBUTOR
HiSoft

PRICE
£29.95

SYSTEM REQUIREMENTS
14k4 Modem connection, 3.5Mb hard disk space, 3Mb free memory min, 68020 or better, WB 3.0 or better.

SPEED ●●●
Slowish with graphic-intensive pages.

MANUAL ●●●●●
Well written and easy to use.

ACCESSIBILITY ●●●●●
Installation simple and operation easy.

FEATURES ●●●●
Does just about everything you could want from a Web browser.

VALUE ●●●●
Good value when the package as a whole, including the manual, is considered.

"The market is becoming saturated with Web browsers, some of which are still free. The advantage you get paying for IBrowse is an easy-to-use stable system with a useful manual."

85%

Pro-GRAB™... Rapid Frame Grabbing on your Amiga

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Grab images with your camcorder including S-VHS...

or, Take a signal from a TV with SCART output...

or, Use the signal from your satellite receiver...

or, Grab TV or video pictures from your VCR's video output including S-VHS.



STAGE 2...
With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from either TV or satellite sources.

STAGE 3...
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camcorder USER

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Our **Satisfied** Customers!

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ProGrab™ - Amiga Format **93% Gold Rating** and comments like... "ProGrab 24RT Plus is quite simply the digitiser to get", "Incredible value for money - no other digitiser offers so much for so little" and "Offers far more features than any other digitiser near the same price"

CU Amiga said ProGrab™ is...
"Just the job for beginners and semi-professionals on a tight budget" and, "very hard to beat. For the money, nothing can touch it"

AMIGA MAGAZINE

ProGrab™...
Supports all recent Amigas and is also fully AGA Chipset compatible. You can render images in any Workbench screen mode resolution including HAM8 mode (Amiga RAM permitting).

ProGrab™...
Saves and Loads images in IFF/ILBM, IFF/ILBM24, JPEG, BMP, PCX, and TARGA file formats. ProGrab saves animations as Anim5 files and animations with sound (requires PCMCIA interface and separate sound sampler) as Anim5 + 8SVX files. A range of image processing effects, palette computing routines (AGA only) and dithering methods are also new to ProGrab Version 2.5.x Photogenics fully supports ProGrab with a custom 'Loader' to enable grabs directly from within the program - saving YOU time!

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CD-ROM ROUND-UP

Graeme Sandiford looks at the latest releases from Aminet and a CD to ease your breakdown headaches.

AMIGA REPAIR KIT

EPIC MARKETING ■ 01793 514188 ■ £5

It's a sad, and all too often painful, fact that computers are like any other machine – no matter how well they are looked after, they'll eventually breakdown. The truth and consequences of this were emphasised a few months ago when several external drives developed serious errors because of the hot weather. Thankfully, using a host of the Amiga's most powerful programs, we managed to repair most of the damage.

The *Amiga Repair Kit* CD would have come very handy as it's a collection of tools that specialise in repairing disks. This disc should contain the programs that you'll need to improve your chances of recovering from hard disk mishaps. It includes the legendary *DiskSalv* versions 2-4 from Dave Hanie. A file recovery program called *Recovery*. *RDB-Salv* – which specialises in retrieving information from a drives Rigid Disk Block and a backup program, called *DSBackup*, that can make copies mount lists or RDBs so that they can be retrieved.

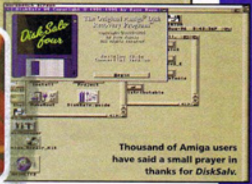
All this only takes up 35Mb of the CD, but it's a sound investment for most Amiga-users, if only for peace of mind.

"This CD should help plenty of Amigans sleep better"

85%



Retrieve information from your Rigid Disk Block using *RDB-Salv*.



Thousand of Amiga users have said a small prayer in thanks for *DiskSalv*.

AMINET 13

EPIC MARKETING ■ 01793 514188 ■ £12.99

Yep it's that time again – it's a new Aminet CD full of "new" Amiga software gleaned from that eponymous Internet site. Apparently since the release of *Aminet 12* there has been over 800Mb of data added and this volume contains around 1Gb of compressed programs and data. However the highlight of this CD, as with other recent discs, is a commercial package – *MainActor V1.55*.

MainActor is certainly one of the best Amiga graphics and animation utilities around. As well as acting as an animation conversion program it also possesses comprehensive editing features. It is possible to add sounds and make intricate changes to the timing of your animations.

The contents of the Aminet directory have a strong accent on graphics programs and files in order to tie in with *MainActor*.

Aside from *MainActor* the contents of this disc might be described as a bit weak, but this program alone is enough to carry the CD.

"An animation fest on a CD: worth buying for MainActor alone"

87%



ABOVE: The contents of the *Aminet 13* CD have a distinct graphical slant.



LEFT: *MainActor* is one of the best Amiga animation utilities.

AMINET SET 3

ACTIVE SOFTWARE ■ 01325 352260 ■ £24.95

My doesn't time fly, it seems that it was only a couple of month's ago that we were reviewing *Aminet Set 2*. In fact it was bit longer than that and this collection looks as if it could be the best so far.

As usual *Aminet Set 3* is a four-CD collection of the best contents of recent Aminet CDs. The thing that makes this one so special is that it includes three commercial programs. The most surprising and impressive of these is *Imagine 4.0*, reviewed in *AF*81?

This is the full version of *Imagine 4.0* and has all of its features. *Imagine* has been one of the Amiga's most popular raytracing packages and version 4.0 has several new features that 3D artists may find usfeul. Such as Blobs, States, Particles, Stage Effects and material previews.

This package alone would be enough to make the collection worth buying, but *XiPaint 3.2* and *OctaMED 5* are both included as well. *XiPaint* is a bit slow but it still has several powerful tools.

There are also tons of PD and Shareware programs that can be used with these packages.



Like the new version, *XiPaint 3.2* has plenty of powerful features, even if it is slow.



The Amiga's most popular raytracing package can be yours for free, well sort of...

AMIGA GOLD FORMAT

"An incredible collection – possibly the best ever assembled"

96%

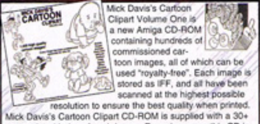
EPIC MARKETING
CD ROM SOFTWARE



The new Gif Sensation double CD contains around 10,000 full colour images, Viewer and converters are included on the CD. Subjects include: Vehicles, Space, Science fiction, Textures, Landscapes, Sunsets, Money, Cartoons, Fantasy, Sports, Raytraced, Classic art. and loads more.

Some images are only suitable for adults.

GIF SENSATION DOUBLE CD (CD128) £19.99



Mick Davis's Cartoon Clipart Volume One is a new Amiga CD-ROM containing hundreds of commissioned cartoon images, all of which can be used "royalty-free". Each image is stored as IFF, and all have been scanned at the highest possible resolution to ensure the best quality when printed. Mick Davis's Cartoon Clipart CD-ROM is supplied with a 30+ page printed index of each image. Every image on this CD is 100% original and does not/will not appear on any other CD-ROM.

MICK DAVIS' CARTOON CLIPART NEW !!! (CD235) £24.99



The new Magic Workbench CD contains the largest collection of Magic Workbench Icons, Backdrops and tools ever compiled. Includes well over 5,000 Magic WB Icons, Over 600 specially selected Magic Workbench backdrops in 8, 16 and 256 colours, over 30megabytes of Workbench tools, gadgets, patches and desktop enhancer tools/utilities. The CD also includes Magic Workbench aswell as many other items never before released on any Amiga CD ROM. If you want to update/enhance you existing Workbench 2 or 3 then this is the perfect Workbench add on CD ROM. This CD is only suitable for any Kickstart2/3 based Amiga's such as the A500+, A600, A1200, and A4000.

NEW!

MAGIC WORKBENCH ENHANCER v2 (CD187) £17.99

Contains around 5000 erotic hand drawn Images in the Japanese anime tradition.
This CD is of an Adult nature and should not be purchased by anyone likely to be offended by drawings depicting nudity and / or sex acts.

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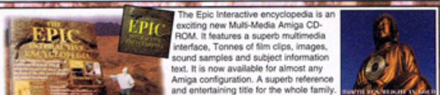
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* Many features are not present in the 1mb & 2mb versions.

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AGA Experience 2	poa

This superb highly rated Amiga CD-ROM World Atlas features a flexible interface allowing quick access to individual countries via continental maps, county list, capital or general index. Concise, informative county histories. Each country is supported by a series of maps depicting regional position, major cities, rivers, lakes and mountains and much more. AGA Only.

WORLD ATLAS AGA NEW !!! (CD220) £29.99

This amazing new double CD contains everything you need to connect to the Internet. It features all of the programs you need to get connected. It also includes the best of the net, so you can try before you buy! *We've also included one months free internet access* (exclusive to our customers).*

GET INTO THE NET Double CD-ROM (CD244) £19.99

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CARD GAMES NEW (CD231 £14.99)

Aminet 14(October'96) contains over 600mb of the very latest Amiga software, including games, demos, animations, music, tools, comms, patches, etc. Available for £12.99 or £10.99 when you take out a subscription.

AMINET 14 (CD237) £12.99

Contains around 7,000 old Commodore64 megademo's, Thousands of classic C64 sid tunes that sound exactly like the real thing, C64 pictures, C64 information and C64 emulators. Great fun!

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This CD was rated 95% in AF, it features all the tools and information, specifications etc, needed to produce and develop Amiga software. Includes the latest versions of the installer, CD pressing software, CDXL toolkit, etc.

DEVELOPERS CD v1.1 (CD228) £14.99

Zoom 2 includes the very latest sofware upto April'96. It includes the very latest games, demos and utilities. It also includes over 100 new klondike cards, The complete Active Pro pack, over 50 disks of samples, 25mb of Magic Workbench and a special "programmers" section.

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Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

PORT CLASH

I am a 52-year old Amiga fan, who needs a little help. I have an Amiga A1200 fitted with a Zydec 8Mb memory upgrade and a plug in 170Mb Overdrive hard drive, which has been dismantled, and fitted internally to free up the PCMCIA slot to enable me to fit my Zappo CD-ROM drive.

The hard drive unit removed from the Overdrive and fitted into the Amiga is a Quantum LPS 170A. However, I find that with 8Mb configured, the PCMCIA slot is disabled. I have had to re-configure the board to 4Mb, to re-enable the PCMCIA slot.

My questions are:

1. Will using a Dataflyer SCSI+ overcome this problem, and let me use my CD-ROM drive, and re-configure my board to 8Mb?

2. Will the 25-pin connector on my CD-ROM plug into the 25-pin connector of the dataflyer SCSI+?

3. Using a Dataflyer SCSI+, will the data transfer rate by the same as during the PCMCIA slot?

I would be very grateful for any help that you can give me, that will let me use my CD-ROM and the full memory capability of the board.

Mr R D Boot
Shropshire

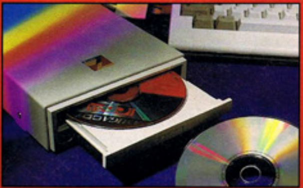
The problem lies with the memory expansion card: it's design means that when configured to supply all 8Mb, it clashes with the PCMCIA port.

1. Using the Dataflyer will free up the PCMCIA port, and so yes, the missing 4Mb can be switched on again.

2. Yes, the Dataflyer interface ends in a standard 25-way connector. You can plug in the CD-ROM as long as it is standard SCSI.

3. The transfer rate will be practically identical.

Before spending money duplicating your SCSI interface however, I would strongly suggest you consider buying an accelerator card. For only £60 more than the price of the Dataflyer, you could have a much faster 68030 card. If the card you are using has it's memory in the form of a SIMM then you can simply swap them over, and there will be no danger of the memory clashing with the PCMCIA port.



The Zappo units were very popular, but they hog the PCMCIA port. The drives can be connected in other ways though...

AMIGA ONLINE

I am going to get a modem soon and I am interested in starting my own Bulletin Board System. Could you please answer my questions:

1. I only have an 80Mb hard drive. Will this be sufficient for a message and file based BBS or will I need to upgrade?

2. When I start my BBS I want to become a FidoNet node. Where is my nearest network co-ordinator?

3. I'm getting the modem for the 14th birthday. Am I old enough to start my own BBS?

4. Can you use RIP style graphics on Amiga BBSs?

5. How can I get on to America On-Line (AOL) with my Amiga? Could I access all the sites they have in America like the WWF Wrestling Site?

Chris Hearn
Hampshire



Getting online isn't easy – the tutorials in AF should help.

1. It really depends on how busy your board becomes, but in general I don't think an 80Mb drive will be anywhere close to being large enough. Forgetting mail for a moment (which will mount up very quickly) and think: if you want to offer files for downloading, you won't have room for many so consider getting a 1Gb drive and preferably a CD-ROM drive as well.

2. Not being a regular FidoNet user and off the top of my head I'm afraid I have no idea. However, you will only need to dial your local BBS and leave a message for the SysOp to find out the name of the person you need to contact and their FidoNet address.

3. There is no age limit. All you need is the strong desire to work long hours on your BBS, and the necessary spare time. Oh, and perhaps a part-time job to help you pay for the telephone bills. If you're going to become a FidoNet node, your system will have to make calls.

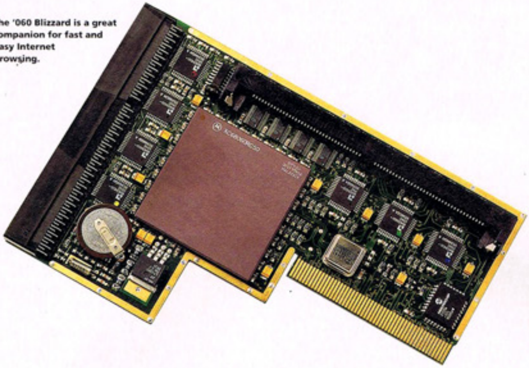
4. Yes you can. There are various RIP terminal emulators available for the favourite comms programs.

5. No, you can't AOL uses custom software that is only available for the PC and Mac. No Amiga version is available. Try a direct Internet connection instead through a local ISP.

MYSTERIOUS MODEM MAYHEM

I recently upgraded my A1200 by adding a Blizzard 50MHz 030 board. At first things were fine. Everything ran faster and there were no problems. That was until I tried to use my modem. (A Dynalink 1428 VQE, 28.8K). Whenever I tried to use the modem, it would

Continued overleaf ➡


The '060 Blizzard is a great companion for fast and easy Internet browsing.

dial out, and connect, but it would not transfer data. In the command window of term, if you type AT, the cursor just blinks very fast instead of saying OK. I have tried everything to get it to work – faster serial settings, different serial devices, different terminal programs – nothing worked. I don't know what else to do.

It has recently become more annoying as I am now on the Internet, and keep having to put my old 4Mb card in to use AmiTCP. I do have a lot of peripherals (1.2Gb drive, accelerator, 16Mb RAM, cooling fan) and someone said it was a weak power supply, so I borrowed an A500 power supply but it made no difference.

If you have any ideas on how to remedy the situation, I would be really grateful.

Stuart Cripps
London
stuart@numb.demon.co.uk

I haven't heard of a problem like this. It could be power related, in which case even an old A500 PSU mightn't make a difference. I would suggest contacting the supplier of the Blizzard to see if anyone else has reported similar problems. It could be that the card itself is at fault, so if you can, try and test it in another A1200 with another modem. Perhaps any readers with the answer will get in contact via email.

MAGIC SURFING

My set-up involves an Amiga 1200 with a 170Mb hard drive and a Citizen Swift 200 printer.

I have almost saved up enough money to buy a modem and a Surf Squirrel but I am getting a bit confused. In his Internet tutorial in issue 87, Darren Irvine mentions that several web browsers require MUI to be installed. What is MUI and where do I get it? Is it the same as Magic Workbench?

Finally, about the Surf Squirrel. Does it come with the leads to connect seven devices to it or do I need to buy new leads with each device? Can I still use the serial port on the back of my Amiga for other devices?

Murray Skinner
Kintore
Aberdeenshire

MUI is "Magic User Interface" and it's entirely different from Magic Workbench. Magic Workbench is a new collection of icons, fonts and textures. MUI is used by programmers to make it easy to add very smart looking buttons, menus and requestors to their programs. If an application program has been written using MUI, the user must install the MUI system for the program to run. You can get MUI from any Public Domain library.

The Surf Squirrel comes with a lead which connects to a single SCSI device. To connect another SCSI device, you need to obtain your own lead and connect it via the through port on the first device. This is a fairly standard arrangement. The Surf Squirrel also has a 9-pin serial port for connecting to modems. You can still use the Amiga's existing serial port for other peripherals, or even other modems.



QUESTIONS, QUESTIONS

My main problem this time around is that I recently bought a cheap PC BT-approved 14k fax modem. Naturally, it came with only PC software, but the lead was RS232 terminated in both sizes (standard Amiga and 9-pin). Being a well-organised type of guy, I ordered a complete package of PD comms software from Online PD. The package contained mostly archives of packages such as AmiTCP, Thor and AmiFTP.

These came with no unarchiving instructions, so I phoned up Online PD to ask how it was done. They first said "what partition of your hard drive are you going to install to?", to which I replied "hard drive?"

I was then promptly told that I had "no chance" of getting onto the Internet without a hard drive. Imagine my surprise, then, when I read a letter in *AF* about baud rates in which the writer states in passing that he has no hard drive and is certainly successfully using a modem! And on just an A500! My questions:

1. What software will allow me to get onto the Internet without a hard drive?
2. Hopefully it's PD, so where can I get it from? I now have a CD³², which I bought very cheaply for use as a CD player and fully CD³²-compatible CD-ROM (albeit single speed, but speed – or lack of it – doesn't bother me). It didn't come with any networking stuff, but I know where I can get it from.
3. What's better, the £69 Communicator box and software or a £10 networking lead, CD and disk? What's the difference?
4. Is it possible to use the CD32 as a CD-ROM drive which will run any Amiga-compatible CD (like a "proper" CD-ROM drive)?

In case you hadn't guessed, I will soon be purchasing a hard drive. Thanks for your amazing Hard Driving series. I have been thinking, though, about the importance of backups. The £60 video backup system from Power Computing (I think) looks tempting, but can you tell me:

5. How good this is in terms of reliability, functionality and
6. Would I be better just spending a little more on a tape streamer, for instance, or even just resorting back to floppies in an emergency?
7. I'd like to get in a free plug for 'Ace PD'. This is a free PD-only (of course) distribution service run by me at the below address. Send me your blank disk(s) and SSAE and I will copy your requests from my PD catalogue, free of charge, and promptly return them to you. For more information and the catalogue, write to me enclosing a blank disk and SSAE. As Ace PD is, of course, a NON PROFIT-MAKING organisation, I trust you won't mind publishing that part of the letter?

Gavin Gunn
183 Solihull Road, Shirley
Solihull B90 3LQ, West Midlands

1. Using a modem and connecting to the Internet are two very different things. Simply because you can use a modem with an Amiga with no hard drive does not mean you can connect to the Internet. With a modem you can dial into Bulletin Board Systems and Online Services such as CIX. A connection to the Internet via an Internet Service Provider requires a TCP/IP stack to be running and quick access to many different applications (mail, Web access, news). All of the



The Communicator means the CD[32] can be attached to an A1200 and used as a proper CD-ROM drive.

required software cannot possibly be squeezed onto a single floppy.

2. The software that is used is a Terminal Emulation program. Look out for packages called Ncomm and Term.

3. The CD[32] is actually capable of working at double speed. Which link system is best? Depends what you want it for. The Communicator is more flexible and easier to set up than a simple serial network. It can view images using the CD[32]'s AGA chipset (handy if you have an A2000 or A500).

4. The CD[32] is a proper CD-ROM drive. If you mean is it possible to connect it to an A1200 and use it as though it were a directly attached CD-ROM drive, then yes: that's the whole point of the Communicator and other networking solutions. Of course, using a serial link means that it won't be particularly fast.

5. The video based backup system seems to work well. It's great advantage is that it's cheap and automatic: you can leave it to backup whilst you nip out or take a kip. On the minus side, it's quite slow.

6. It's more than a little more on a tape streamer: you'll need a SCSI interface to start with, and then you'll need to track down a suitable drive, cartridges and software. If you were looking to go in this direction you would be better off using a ZIP drive. There's nothing wrong with floppies as long as you are backing up less than 20Mb. Any more, and it takes too long.

7. If you want to advertise your service, have a chat with the friendly AF *advertising folks. If you are serious about becoming a PD library, I would strongly suggest you master how to unarchive software first!*

MUSIC

I am writing to you in relation to the *Music-X* program for the Commodore Amiga. Basically, I have a small home studio set-up comprising very few musical instruments. However, I am now looking to expand my studio to take in more professional equipment. Up until now I have been using a Yamaha QX21 sequencer, but with the influx of more equipment, I need to implement a computer-based sequencing package. I am currently in a dilemma regarding the type of computer to use. On one hand I have been recommended the Apple Macintosh which is quite expensive and on the other hand I already own an old Commodore Amiga 500 which is totally reliable.

I have *Music-X* version 1.1 which came on the cover of an *Amiga Format* magazine (*AF*58a) and only now have I started using it for making music. But, having lost the magazine I am without instructions so I can't exploit the program fully. Hence, the reason for this letter. If you can send me an instruction set in any form whatsoever, even a photocopied basic guide, it would be greatly appreciated.

Sukinder Jhita
Barking
Essex

The Amiga running Music-X *is probably the most cost effective way of controlling MIDI equipment, although an A500 might struggle at times and an A1200 would definitely be better. Certainly the Apple had an enviable reputation for music software, but even the PC is superseding it at the moment with the latest Logic and Cubase releases.*

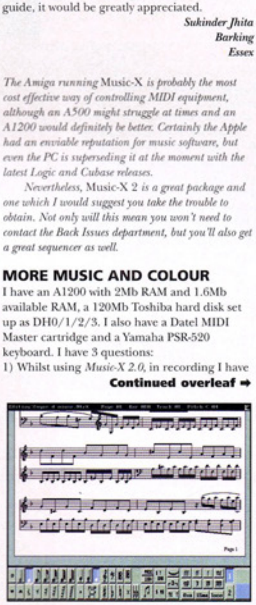
Nevertheless, Music-X 2 *is a great package and one which I would suggest you take the trouble to obtain. Not only will this mean you won't need to contact the Back Issues department, but you'll also get a great sequencer as well.*

MORE MUSIC AND COLOUR

I have an A1200 with 2Mb RAM and 1.6Mb available RAM, a 120Mb Toshiba hard disk set up as DH0/1/2/3. I also have a Datel MIDI Master cartridge and a Yamaha PSR-520 keyboard. I have 3 questions:

1) Whilst using *Music-X 2.0*, in recording I have

Continued overleaf ➡



ABOVE: *Music-X 2* built on the success of the original and added a host of new features.

BELOW: But *Music-X* is still a superb package , especially when dealing with MIDI instruments.



MORE MEMORY, PLEASE

I recently bought an Amiga 1200 (my first computer at the age of 55) as I was led to believe that it was the best platform for DTV. So far I have found it a delightful experience (when I can get it away from my daughters, son-in-law, grandchildren) and have even ventured into fields other than DTV, but it is becoming more and more obvious that more memory is needed.

However, when I see references to trapdoor expansion, PCMCIA cards, accelerators, SIMMS (with X number of pins) FPUs and so on, I become something akin to a Zombie, I understand it's even possible to add RAM to other bits of hardware and by the use of software.

So which is the best/cheapest/easiest to fit? I would be most grateful for some enlightenment on the different ways of expanding RAM and their relative merits.

John Hudson
Derby



Although the A1200 is superb value for money – particularly for DTV – you will soon discover that to get the most out of it you need more memory.

The Amiga is certainly the best value for money when it comes to desktop video: nothing on the wrong side of a thousand pounds will get close. However, as you discovered, it soon becomes obvious that the standard 2Mb of memory isn't enough for all but the most basic tasks.

There are three ways to add extra memory to an A1200: via a trapdoor memory expansion card, via a trapdoor accelerator card and via a PCMCIA memory card. Using a PCMCIA card is not recommended: it's not cheap, not particularly fast and wastes a potentially very useful interface port.

You have to decide whether you want only a memory expansion, or an acceleration and memory expansion. As to ease of fitting, a memory card and an accelerator are attached in the same way. It can be a little tricky if you have never seen it done before, but a read of the instructions, a little patience and a steady hand will make it a five minute operation.

A memory card with 4Mb of RAM will cost about £100, and accelerators with 4Mb start from about £200. The Magnum cards from Wizard are good, as are the Viper and Blizzard cards. Shop around, as memory prices are fluctuating all the time.

EXCESS SPEED

Is it worth getting a 28.8k Fax/Modem as most BBSs seem to only operate at 14.4k? I ask this because I've seen the Amitek 28.8k modem retailing for around £125.

Which cable would I need, as there isn't one included with the modem, and how easy is it to connect it to my A1200 (hopefully it will have a Surf Squirrel soon).

I also have a timing crystal for a 68882 50MHz FPU (PGA) lying around, as I bought a 50MHz FPU for my Blizzard board but it doesn't need it as it uses the CPU clock. Would this be any use to anybody or shall I dispose of it?

David Bateman
York



Fast 28.8k modems are becoming more common as prices tumble.

I would disagree and say that most BBSs operate using 28.8K modems: certainly all the better ones anyway. Before you buy a 28.8K modem, make sure it is V34 compatible otherwise there is a good chance it won't actually be able to connect to other modems at anywhere near those speeds.

A standard RS232 lead will be required. If you are using the serial port on your Amiga, that will be a 25-pin to 25-pin cable. The Surf Squirrel uses a PC-style 9-pin lead instead. Connecting them is as easy as plugging one end of the serial lead into the modem and the other end into the Amiga.

I'm sure someone, somewhere would find a 50MHz oscillator useful. Advertise it online or in the reader ads section of Amiga Shopper.

⬅ to have the dual voice button switched on so that *Music-X 2.0* recognises the notes. This eats up a fair bit of memory and slows everything down apart from being bloody annoying, seeing as I have to go back and delete all the dual voice notes.

Is there any way that *Music-X* will recognise my keyboard without my having to do this? I would also like to hear just the MIDI Voices when playing through *Music-X* but it doesn't recognise when I turn local control off on the keyboard. Aargh! It (*Music-X*) doesn't recognise remote channels either and I'm starting to wish I hadn't parted with my £50 for the *Music-X 2.0* thing in the first place! Please help as I write a lot of music using my Amiga.

2) I am considering buying a colour inkjet printer soon, but am worried about if I could get a decent enough printer driver for it as they all seem to do only Mac and PC drivers.

3) I am also considering buying a Magnum 030/40 4Mb and 33MHz FPU, but cannot find a review of it anywhere in your magazines. (I have all *AF*'s back to issue 58.) Is this card any good as it is only £350 in one of the adverts in your magazine?

I hope you can answer these as I'm getting a bit peeved.

Callum Stewart

PS Why isn't there a version of *CuBase* available for the Amiga?

Don't be peeved Callum, Amiga Format is always here to help you.

1. I'm not completely at home with the PSR-520 keyboard, but it could be that it has a local echo setting switched on. Thus when you hit a key it makes a noise, transmits the MIDI information to Music-X *which then re-transmits the MIDI information and triggers another note. This can get confusing, so try experimenting with all MIDI echo and re-sending options.*



2. Most applications (for example, Wordworth *and* Final Writer*) come with their own printer drivers which will create excellent output. There are also third party printer driver products available, so don't let the lack of the driver put you off. Contact the Amiga dealers which advertise in* Amiga Format *for advice with regard to specific printer models.*

I've seen Music-X *being used with a Roland keyboard and many external sound modules without problems, so it is possible. By far the best way is to use a "dumb" keyboard (i.e. one which only transmits note information, not sound such as the Evolution MK-149) or a professional keyboard synth (such as a second-hand Roland JX1 or a Novation BassStation).*

3. The card was reviewed in issue 64 (July 1996) of Amiga Shopper*, in their extensive accelerator card round-up a few months ago. It achieved a good score and a rating of "recommended".*

CuBase *is a seriously heavy duty music sequencing package, and there simply would not be the required volume of sales to merit a conversion.* Music-X v2 *is still extremely good however, and offers some unique features. Don't knock it – it's still only a tool. Owning* CuBase *won't make your music sound magically better!*

IF YOU HAVE A QUERY...

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved).

Here are a few tips on sending in questions:



Graeme Sandiford

- **Be concise.**
- **Detail the problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

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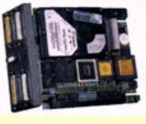
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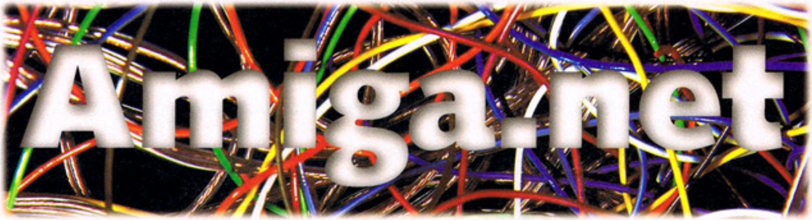
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Amiga.net

More musical mayhem...

Four months of writing an OctaMED tutorial has left Darren Irvine in a musical mood, so much so that it's spilled over into his other column.

This month, in what is surely a first for Amiga.net there will be no carping at the lack of useful Amiga resources on the Internet (even though things haven't really improved). There will be no deriding and lambasting of obviously delusional Amiga users on Usenet (even though as usual there is no shortage of them). There won't even be the usual lame attempt at humour. Okay – so that last bit wasn't true, but I promise that this month the humour will be so lame that you won't even know it's there at all.

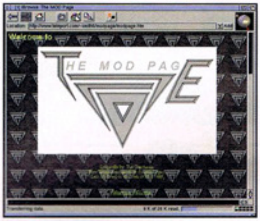
Instead this month I've decided to devote the entire Amiga.net to a subject that's dear to my heart (no, not alcoholic beverages, though that might come later) – music. The Amiga has always been a great computer for musicians (even musicians as cack-handed as myself) and this usefulness has been reflected in a number of interesting Amiga resources on the Internet.

In addition to the sites that are Amiga specific, there are a huge range of sites on the Net that should be of interest both to musicians and to those just interested in listening to music. From FTP sites stocking MOD files, through Record Companies to sites dealing with every arcane musical form imaginable.

OCTAMED AND MOD RESOURCES

If you've been following *Amiga Format*'s *OctaMED* tutorial over the last few months, then you may well be interested in getting hold of even more information about this excellent program. You might also have worked out that, so far, you're a bit crap at producing your own MOD files, and want to get hold of some produced by others so that you can rip them off. Sorry – I mean so that you can benefit from the experience of those who have been using *OctaMED* for longer than yourselves. Anyway – whatever your specific interest in *OctaMED*, there are a number of sites on the Net that will be able to supply you with what you are looking for. Here are just a few.

The MOD Page is basically your one-stop site for obtaining a huge range of MOD files. As well as files for *OctaMED* there are generic MOD files that can be used with other Amiga based trakker software, as well as what passes for the same on the PC. The URL that you need is: **http://www.teleport.com/~smithtl/modpage/modpage.htm**



Quite simply, if you're looking for a MOD file, then the MOD page is obviously the place to start looking.

OCTAMED SOUNDSTUDIO INFORMATION

You've probably heard of the latest *OctaMED* product: *OctaMED Soundstudio*. Although my esteemed colleague John Kennedy produced an excellent feature on this recently, you may still be gagging for more information on this superb product. Check out the following two URLs to see if they can help:

http://www.cucug.org/ar/ar407_Sections/news3.HTML

http://www.cucug.org/ar/ar408_Sections/news8.HTML

AMIGA MUSICIANS

There are quite a few well known musicians using the Amiga – both for chart type music and for producing music for games. One of the best known is Allister Brimble, and you can check out his home page at this URL:

OCTAMED HOME PAGE

There is now an official UK based homepage for Octamed users. It's URL is: http://www.octamed.co.uk/

Teijo Kinnunen, the author of *OctaMED*, maintains a FAQ page concerning the program at: http://stekt.oulu.fi/~kinnunen/omfaq.html



If you use any version of *OctaMED* then it would probably be a good idea for you to check out the official homepage.



Even if you're not an Allister Brimble fan, his homepage is still a very interesting site.





If you want to see a professional looking web site, then you could do a lot worse than Sony Music's or Island's homepage.

http://ourworld.compuserve.com/homepages/allister_brimble/

There is a "softography" listing the software projects to which Allister has contributed, along with several links to sites that have some of his MOD files available for you to download.

RECORD LABLES

Sony's site is extremely well presented, but due to the highly graphical nature of the interface, it can be a tad slow on anything but a 28k link. If you're looking for any artist currently in the Sony stable it's probably worth the wait. As well as obviously having information concerning the actual records that Sony have on release, you can find out back catalogue information and biographical information concerning the artists you are interested in. Check out the Sony Music homepage at:

http://www.music.sony.com/Music/MusicIndex.html

Island Records are obviously a much smaller concern than Sony (especially when compared to the overall Sony entity), but their Web site is every bit as well turned out. Again the graphics oriented nature of this site can mean that it appears to take forever to download – but once you have the main graphic images downloaded, moving around the site is fast enough to be useable. The site is set out in the form of a virtual record shop, and is great for demonstrating the Internet to those who haven't seen it before and who have dismissed it as an awkward to use system for nerds. Island Records home page is at:

http://www.island.co.uk/

Of course – Sony and Island are only examples here – just about every record label in existence has some web presence or other – Yahoo's list of labels alone now has over 900 sites.

If you're any form of musician using the Net, you owe it to yourself to check out the Res Rocket Surfer page - who know's where it might lead.



RESOURCES FOR MUSICIANS

In addition to the sites dedicated to specific music software systems such as *OctaMED,* there are sites that are aimed at musicians of all types – aiming to provide information services as well as areas where musicians can gather. Some of these sites have also tried to actually bring musicians together from all over the world to use the Internet as a means of producing new music. One of the best and most well known of this type of site is Res Rocket Surfer – a sort of Internet club for musicians.

Res Rocket Surfer has already been responsible for getting together many different types of musicians from all over the world and has even been a focal point for a number of live "jamming" sessions across the Internet involving musicians from all around the globe. If this sounds like the sort of thing that you would be interested in getting involved with, check out their homepage at:

http://www.resrocket.com/

Another useful site for musicians and those interested in musical instruments and equipment is Harmony Central.

http://www.harmony-central.com/

Also of interest to musicians (and indeed for those just interested in listening to music rather than making it) might be the Music & Audio Connection This site is useful enough for me let them get away with their obvious Alanis Morisette bias.

http://www.vaxxine.com/music/



LEFT: If you're interested in musical instruments and equipment, then Harmony Central is the site for you.

BELOW: The Music and Audio Connection is of interest to both musicians and music lovers alike.



MY OWN FAVOURITE

I'm going to finish up here by being slightly self-indulgent with a plug for my own favourite music web site. The Breaks page is for those with an interest in any form of hardcore, Jungle, Breakbeat and Drum'n'Bass music. If this is your cup of tea, check it out at: http://www.breaks.com/



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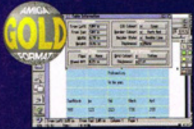
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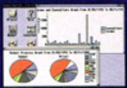


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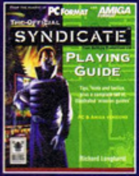


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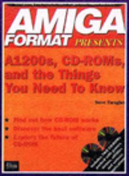
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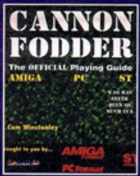
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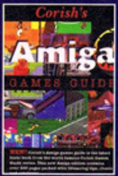
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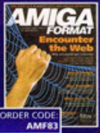
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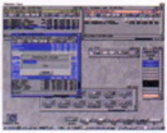
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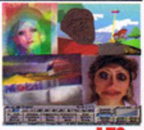
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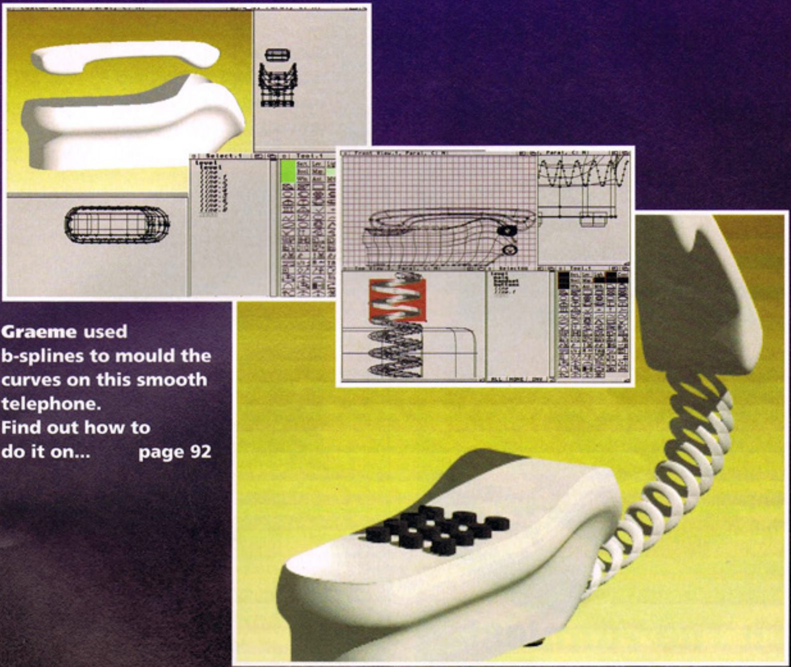
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Graeme used b-splines to mould the curves on this smooth telephone. Find out how to do it on... page 92

AMIGA FORMAT BREEDING CLEVER


Nick Veitch

I am pleased that we've had such a response to our *AB3D II* tutorial. As anyone who has tried to use the game editors knows, it can be a bit tough to get to grips with, but after this month's installment you should have loads of cunning levels filled with all manner of terrible aliens.

It is also surely the beginning of a new epoch, as John Kennedy's Blitz tutorial finally produces a program that can actually "browse" an HTML document. Blimey. Please remember though, send any ideas for new tutorials that you may have to: Amiga Format, Tutorials, 30 Monmouth Street, Bath, BA1 2BW.

TUTORIALS

It's Bath Time

In the second month of this mammoth multimedia tutorial, Ben Vost continues on a graphical theme.

CONTENTS



Bath's Theatre Royal – an important site in our project.

Adding 3D elements to your production can be an easy way of making the whole thing look more professional – as long as certain rules are followed. Because of the vast quantity of work that a production of this nature can entail, you should keep a careful eye on your time budget. If you're anything like me, you'll almost certainly get stuck on an idea and want it to work exactly the way you visualised it in your head, and you'll end up spending hours on something that should involve no more than a few minutes of your time.

As an example, I quite liked the idea that we should create the map for our project using *Lightwave* and have the important places in Bath modelled onto a 2D map of the city. This, of course, is completely out of the question when working to a deadline, and, even if there were time, is almost certainly inappropriate for this project. After all, the likelihood is that these buildings will be about the same size on screen as a Monopoly house and it would be better for the viewer if they were iconic rather than a tiny blurry mess of multicoloured pixels.

3D elements can also spruce up the text areas of your project, not just the areas designated as being for graphics. For instance, if you have seen the web you'll be familiar with things like the little coloured balls used as bullets in lists, even rotating 3D elements courtesy of animated GIF files can be used, like the rotating film which can be seen on the Internet movie database. All these small touches help to make your production look a little more polished.

Obviously, thanks to the wide range of 3D programs out there, there isn't the space to give you tutorials on all the aspects of creating 3D gadgets, but they are, for the most part, simple little things that you should have no problem creating for yourself. However, if you are intending creating a library of these gizmos to use on all your pages you should make sure that either you stick to the same background picture for all your pages, or that you render the blobs without any anti-aliasing.

AVOIDING TROUBLE

The reason for this is that anti-aliasing relies on blending between foreground and background colours and so your foreground will look terrible on any colour other than the background that was used when the anti-aliasing operation took place. Phew! Long-winded, I know, but I think you get the picture. You will also have something of a problem if your elements require resizing afterwards because programs like *ADPro* will use the background colour when interpolating to make the image smaller. This means that you end up with a smaller, but anti-aliased image once more. The best thing to do if you really need your gadgets resized is place the full-sized versions (that haven't

Continued overleaf ➡

Bath's Victoria Park will help to add a splash of colour to our presentations. It's a good idea to look out for vibrant colour schemes to help your application.



Real 3D

***Real 3D* is an engineer's dream. It has particle physics, gravity and other such physical forces built in, all you have to do is work out how to use them. *Real3D* is another tough-to-get-into program, but the effort you make is worth your while. *Real 3D2* was on *AFCD1*, issue 85.**

Strengths: Unparalleled list of tools and nice renders.

Weaknesses: A learning curve as steep as K2, expensive.

3D PACKAGES

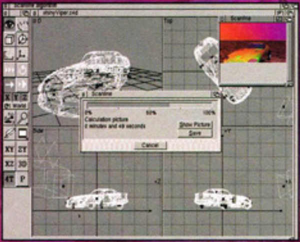
XiPaint4

I know it isn't really a 3D package, but it does have the rather useful ability to render simple 3D shapes and it will cost a damn sight less than any of the other true 3D packages on the market. Contact GTI on 0049 6171 85937.

Strengths: Cheap, cheap, cheap

Weaknesses: Only simple shapes, nothing sophisticated here, *XiPaint*'s unfriendly interface and speed.

Cinema4D

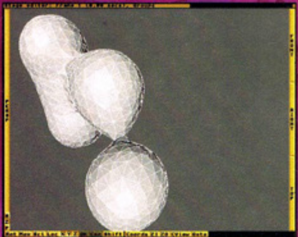


Cheapish, easy to use 3D package from Germany. This one is a fully-blown piece of rendering software with the ability to create complex forms and texture them. Contact HiSoft on 01525 718181.

Strengths: Easy to get into, quick, nice looking pictures..

Weaknesses: Not much good for fonts (it comes with two and has no postscript interpreter).

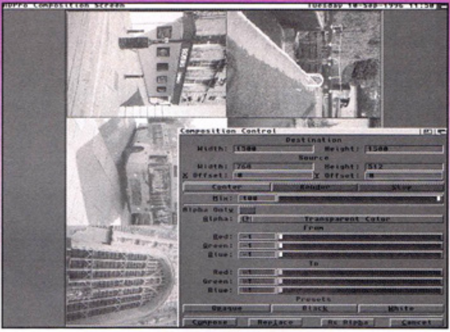
Imagine



You should be able to pick this one up for about £25 on *Aminet Set 3*, so it's one of the cheapest of the bunch and yet has some of the most powerful tools. The user interface is a bit of a nightmare and the learning curve is very steep, but the results are worth it.

Strengths: All that power for just a few quid – It's no wonder that *Imagine* is the Amiga's most popular rendering package, great procedural textures.

Weaknesses: *Imagine*'s user interface is still very poor and most users these days don't have a full manual (because they got it on a Coverdisk or CD compilation).



The composition tool that you will find in the image processing program *ADPro*, is ideal for creating a compromise colour palette that will be suitable for use with all of your images.

⬅ been anti-aliased) on the colour background you will be using, and then resize them. This will still mean you end up with anti-aliased images, but at least they will be anti-aliased to the right background colour.

I talked earlier about 3D animation elements on the web, but these are a little harder to implement in an Amiga multimedia epic. Animated GIFs are almost certainly going to be out of the question (I can't think of a single Amiga program, other than web browsers, that will load and display a GIF anim), but animbrushes are supported by *CanDo* as a screen element. Of course, if at some stage you intend taking your production onto the web, then GIF anims are all you'll be able to use.

But there's more to discuss if you are going to use 3D gadgets for bullets or buttons (or even 2D ones). One of the problems of using the Amiga as your multimedia platform is that there is little standardisation between machines when it comes to graphics. American users miss out on 56 or 112 lines on the screen, ECS owners can only display 4096 colours in Lo-Res and 16 in Hi-Res, AGA owners can't display 24-bit images without lowering their quality. The most important thing to bear in mind is the number of colours you will be using for your project since that will affect the most users. Our project is probably going to be of interest mainly to UK users, so we'll make it PAL.

But do we want to restrict ourselves to Lo-Res screens just so that ECS users



This was the fourth photo I took of Victoria Park gates in an attempt to get one free from clutter. Unfortunately that car shot into the frame just as I was hitting the button.



These Chinese musicians will also turn up later in the tutorial when they add their music to our project.

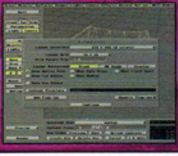
CHAPTER TWO

Lightwave

If *Imagine* is the Amiga's most popular rendering package, *Lightwave* is its most famous. A superb interface and excellent features mean that *Lightwave* is suitable for almost any job you throw at it. In case you didn't know *Lightwave* is used for all the CG work on TV's hit SF show Babylon 5. Contact Premier Vision on 0171 7217050.

Strengths: Excellent user interface and tools.

Weaknesses: Its price and hardware requirements are out of most Amiga users' reach.



can at least have a crack at the colour whip? There's a lot of information to put together, so I think not. The project needs to be in Hi-Res which means 16-colours for ECS users, but there is a way out for those of them that have a big box machine. We won't use HAM8 – not just because of the fringing problems and so on – because you can't display it on a graphics card. This means that we will be using a 640 x 480 screen (which will even suit American users with a multisync monitor) in 256-colours. Our problem is that we only have 256-colours to play with on a screen at a time. If our pictures of Bath are reduced to 256 colours then we will have to remap our buttons accordingly which probably won't look very nice.

One solution is a compromise using a fixed colour palette for the whole project, which certainly makes life a lot easier. There's one in the In_the_Mag/ Multimedia drawer taken from *Personal Paint* that you can use. This is quite a nice palette since it keeps the first four colours as standard Amiga Workbench grey, black, white and blue, and yet manages to have quite a range. I've tested some of the images from the PhotoCD shots that we put on *AF*CD5 and, while they're not as nice as the 24-bit originals, they don't look too bad, although the colour is a bit washed out compared to a computed palette.

For our particular project it might be better if we were to make a custom palette, especially so that we can capture the tone and hue of the Bath stone that most of the buildings are made from. We can do this in one of two ways. The first way is to use a thumbnail program to generate a 256-colour index. The problem with this is that the images always tend to be, thumbnails, ie. too small for much detail and not very colour accurate.

The second way is to make yourself a collage of a few pictures as large as you can manage with memory constraints and take the palette from this collage. This method is going to need a very careful eye to pick out a good mix of pictures that will provide you with the most varied colour information so that you can achieve a good compromise. Have a look at the large picture in the In_the_Mag/Multimedia directory and use its palette for converting some of the other images on the disc to see if you think I've done a good job of choosing my pictures.

IMAGE RANKING

The last way, and probably the least satisfactory, is to render your images down to a custom 256-colour palette in order of importance. This means that you will need to lay down your most important image first, usually the big picture graphic, and then your bullets, buttons and so on. The incidental gadgets will be forced to use colours from the main palette of the image and so will almost certainly change their colour throughout your application, but it will mean that your main images are as faithful to the original 24-bit versions as is possible. Which method you choose will depend on your subject matter and as such we can offer little advice, but any one of these methods will work with as little effort as possible.

Well, that's about it for the time being. Next month we will be looking at moving pictures once more, but this time we'll be concentrating on them as a more central concept to the project. See you then for some advice on digitised video, intro anims and titles.

MISCELLANEOUS 3D TOOLS

Forge

An ideal adjunct to *Imagine*, and even the other 3D packages, *Forge* creates seamless texture maps from the Essence series of procedural textures for *Imagine*. You can use the textures as with *Imagine*, but for other packages you need to create bitmap files to map onto your objects. Contact Anti Gravity Workshop on 001 310 3936650.

WaveMaker

An automated scene generator for *Lightwave*, it takes a set of elements and a logo and makes them into a professional-looking logo ident. Contact as above.

Interchange Plus

If you are going to get a 3D package it is almost certain that you won't just find models in the format you want and need, but also in a whole bunch of other formats. Interchange translates object formats so you'll always have just the right model at your fingertips. Contact as above.

Perfect Pictures

In order to discover the best sources for photographic techniques, we visited the Royal Photographic Society and asked them for their recommendations:

The Photographer's Handbook 3rd edition by John Hedgecoe Published by Ebury Press ISBN 0-09-175363-5
Price £18.99

Complete Guide to Photography by John Hedgecoe Published by Collins and Brown ISBN 1-85585-000-1
Price £17.99

For a more technically-oriented guide for photography students:

Basic Photography 5th Edition by Michael Langford Published by Focal Press ISBN 0-240-51257-x
Price £18.99

Advanced Photography 5th Edition by Michael Langford Published by Focal Press ISBN 0-240-51088-7
Price £25.00

If you wish to contact the Royal Photographic Society with a view to becoming a member or ordering these books if you have trouble getting them elsewhere, then you may email them at:
info@rpsbath.demon.co.uk
or write to them at:
The membership department, The Royal Photographic Society, The Octagon, Milsom St, Bath BA1 1DN.

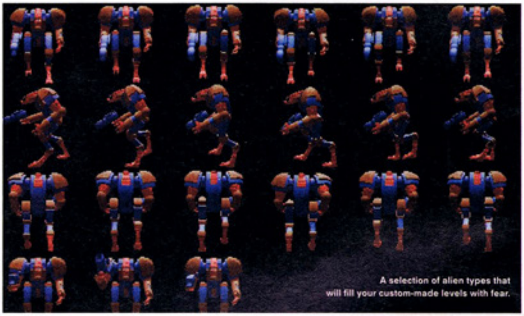
LEVEL DESIGN TUTORIAL

Alien Breed 3D II
THE KILLING GROUNDS

You've installed the editors, installed the (ahem) editor patch, designed a quick test level and now you want more. Where are the pick-ups? Where is the water, piped in from Betelgeuse Seven at enormous expense?

First of all, water, because it's so simple. Load in your level and click on the 'water height' icon. Select a zone with the right mouse button and you will see the height of the floor, and the height of the water in that zone will be copied into the clipboard and displayed at the bottom of the screen. The water height is initially 256, well BELOW (remember, the convention is that positive means DOWNWARDS) the level of the floor. Now you can either press 'w' and type a water height into the clipboard, or use the '+' and '-' keys to change the value (SHIFT increases the rate of change). To paste the new water height into the level, click on the zones you want to put the new water height into with the left mouse button. Simple eh? Please note that, although you CAN put different water heights in adjacent zones, it will look very strange. Try it and see, if you want.

Unfortunately you can't animate the level of the water because the water height animation icon doesn't work. It might do in the future, but unfortunately there was insufficient time to implement the feature fully in the game.


A selection of alien types that will fill your custom-made levels with fear.

Objects

There are several types of object in the game, including activatable, collectable, destructible and purely decorative types. Each type has some different parameters, which are all fairly self-explanatory, but they also have a lot in common, and it is these common elements which I will concentrate on today.

First of all, each type of object can be one of the following graphical types:

Bitmap
Vector
Glare/Shadow

A **BITMAP** object is the simplest graphical type, drawn in *Dpaint* or *Brilliance* and imported into the game via the '256OBJ' and 'COMPACTOBJ' programs.

A **VECTOR** object is usually the nicest looking option, but requires the design of a three-dimensional object complete with texture maps. This design procedure is worthy of a separate tutorial of its own, and we really don't have the space here to do it justice.

A **GLARE/SHADOW** object is drawn like a bitmap object, but in a special way. You draw a 32-colour image, but the colours of the image aren't used. Instead, the colour index (ie: 0-31) is used to either brighten (glare), darken (shadow) or leave unchanged the pixels behind the object:

Colour 0: Leave background unchanged
Colours 1-16: Brighten background pixels (1=very bright, 16=not very bright)
Colours 17-31: Darken background pixels (17=slight shadow, 31=very dark shadow)

I suggest setting up a suitable palette to draw your picture in, say colour 0=black, colours 1-16=white-dark grey, colours 17-31=dark red-bright red.

REMEMBER, this palette has NO EFFECT on what the object looks like in the game, it is strictly for your own reference purposes. Glare/shadow objects are very handy for things like lights in the roof or floor, and can be used by aliens as auxiliary objects, allowing for effects like the muzzle flash of their weapons or the big searchlights on the red guards.

Assuming you are drawing either a bitmap or a glare/shadow object, load in the graphics package of your choice and open a 32-colour screen. Now, decide on what size your object will be and draw a rectangle in the top left of the screen of the appropriate size. For things like ammo clips and medipacs, a size of 32x32 is good. Next, draw your object. It could be a medikit, or an ammo clip, or whatever you want. Done? Okay. Save it out and quit the art package. Open a shell and go into your beloved 'ab3:' directory. Type '256obj'. You will be asked for a filename: select the file you just saved. You will then be asked for the width of the screen you drew the picture on (probably 320), the

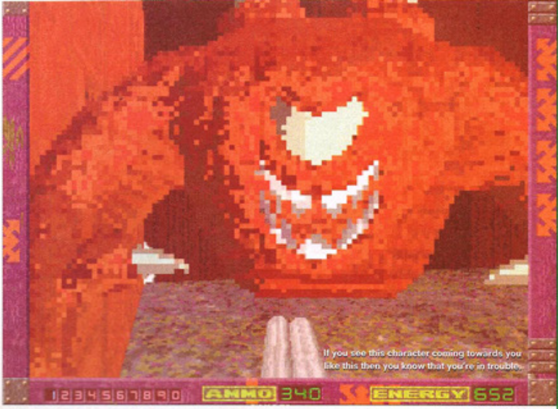
NOTE:

The 256obj program takes a 32-colour IFF picture and converts it into a single strip of graphics, which is framewidth x numframes in length and frameheight in height. The values you supply for framewidth and frameheight CAN then be extracted by the gamelinker to define the frames of animation within the strip, but you don't HAVE to.

For example, I drew all the ammo and medipack graphics on a single screen. Since they were all shapes and sizes, ranging from 16x16 to 64x32 to 32x64, it would have been a waste of memory to allocate them each a 64x64 space. Instead, I fitted them all into a single 320x64 pixel 'bar' of graphics, then used 256obj to convert them, telling it to convert a single 320x64 pixel 'frame'. I could then, in the game linker, individually specify the coordinates and size of ACTUAL animation frames within the file. On the other hand, since all the frames for, say, the guard alien were 80x80, I arranged them each in their own 80x80 box on the screen and told 256obj to convert 20-odd frames, each of which was 80x80.

In the game linker, I could then use the 'generate frames from graphic data' button to instantly define all the frames of animation in the strip, rather than doing them all by hand.

0: The number of the anim line in this script
GF: The number of the graphic file this frame of animation will be drawn from. Click and select the one you've just loaded.
FN: The frame number to be drawn from within the above graphic file.
Click with the left button to type a number (REMEMBER TO ADD 1) or SW: Scaled width of image (for nice results, try the same as the horizontal res of the graphic you drew, eg 32.
SH: Scaled height. Same kind of thing as above.
VO: Vertical Offset. Objects are placed with their 'centres' resting on the floor or ceiling depending on your preference (see above). With a vertical offset of zero, the graphic will ALSO be centred on that point, and will appear to be stuck half way into the floor/ceiling. This is obviously not desirable, so use this value to push the object up or down into the room. If the object's scaled height is, say, 32, a value of -32 will nicely position the object so it appears to rest on the ground.
NF: Next frame, or rather 'line of animation script' to go to. This might not seem terribly useful, but it comes in very handy sometimes.



If you see this character coming towards you like this then you know that you're in trouble.

number of frames of animation (one, if you only drew one picture), and the width and height of the frames (probably 32x32).

Squash It

Okay, so you've generated and saved the file in 256obj. One last thing to do: compress the data with COMPACTOBJ! Why? Because *Alien Breed 3D* and *TKG* both use real-time graphic decompression techniques, which was why they managed to squeeze all the graphics for all the aliens into just 2Mb of memory, unlike some other games which could only have one or two different types of enemy in each level.

Compactobj just prompts for the name of a file created by 256obj (256obj saves files with a '.dat' extension, so load the '.dat' file), thinks for a while and announces how much it managed to compress the data by. This can vary quite a lot (for example, it saved over 75% of the memory used by the little mutant guards in *AB3D I*, but nothing like that much for the pickups), but is usually between 40% and 70%.

Once that is done, load in the game linker and select 'SET OBJECT GFX FRAMES' from the 'GRAPHICS' sub menu. Select an unused slot with the LEFT mouse button, and then select either the .PTR or .WAD file which was saved out by the COMPACTOBJ program. When you return to the list of object GFX filenames, click on the one you've just loaded, with the RIGHT mouse button this time. You will see a strip containing the graphics you drew (in a weird wrong palette if you drew a glare/shadow picture) and some buttons at the bottom. If you were sensible and converted the graphics with the correct frame size, you can simply click on 'Generate frames from Graphic data' and the work will be done for you. If not, type in the top and left edge coordinates and the width and height of the frame (something like 0,0,32,32).

You have now successfully imported a graphic image! In a moment we will use it, but FIRST a very VERY important 'bug':

You will see that you have defined frame number '0' during the procedure above. Due to a mistake on my part, you must refer to this as frame '1' when defining animation sequences for objects.

Frame '1' is referred to as Frame '2' etc.

The reason for this is that in the alien animation you can enter NEGATIVE numbers to indicate that a frame is to be drawn on the screen flipped horizontally, and there is no such number as '-0'.

Assuming you want a collectable object type, click on the object behaviour to obtain that option. Define the graphic type to be bitmap or glare/shadow depending on what you drew. Click on the two 'define given' buttons and select the amount of ammo, guns and health supplied by the object.

Click on 'Collision cylinder radius' and set it to about 100. Click on 'Collision cylinder height' and set it to about 200. Make sure it is positioned vertically relative to the FLOOR. You probably don't want it locked to the nearest wall, so switch that option off. If you've got a sound effect loaded, click on 'collection sound effect' and select it.

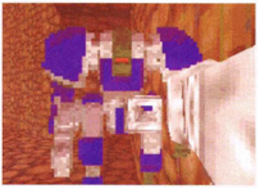
Last, but not least, click on 'define default state animation'. This brings up a large and scary screen with a line of dubious looking numbers and letters at the top, which is where you define a 'script' for the animation of your object. It's not all that complicated, though, so don't panic. See the boxout to see what the numbers mean.

DEFINING OBJECTS

Time to define an object to use these graphics. Go to 'OBJECTS:DEFINE OBJECT STATS' in the edit menu and click on an empty space with the LEFT mouse button. Type a name for your object. When you've pressed RETURN, click on the name with the RIGHT mouse button. You will be shown a list of options:

BEHAVIOUR OF OBJECT
GRAPHIC TYPE
* DEACTIVATE AFTER (50ths/sec, -1=Never)
\+ NUMBER OF HIT POINTS
\+ EXPLOSIVE POTENTIAL
\- IMPASSABLE IN DEFAULT STATE (Y/N)
DEFINE DEFAULT STATE ANIMATION
\# DEFINE ACTIVE/DESTROYED ANIMATION
@ Upon collection/activation, give player:-
@ DEFINE GUNS/JETPACK/SHIELD GIVEN
@ DEFINE AMMO/FUEL GIVEN
Collision Cylinder Radius
Collision Cylinder Height
Position Vertically Relative to
Lock to nearest wall?

KEY:
* = Only visible for activateable objects
\+ = Only visible for destructible objects
\- = Only visible for destructible/Decoration objects
\# = Not visible for decoration objects
@ = Only visible for collectable/activatable objects


One of the very common robots in Alien Breed 3D II, still the rocket launcher you've got should see him off.

If you want to have lots of different keys in your game, rather like I did (13 to be precise). You only have 30 objects to play with though, and wasting 13 of them on keys is a silly idea. So what do you do? Well, the solution is simple. Keys all behave the same, right? They all do the same thing and can be collected in the same way, so the only way they differ is in their appearance. So rather than having lots of similar objects, you simply define one 'passkey' object (or whatever). Draw all your different key graphics, convert and import them, then start defining your passkey 'animation script'. Define as many 'lines' of script as there are keys, selecting the appropriate GF, FN, SW and SH values for each one, and then (this is the clever bit), change the 'NF' value on each line TO POINT AT ITSELF. So there are now several independent 'loops' of animation in the script, each displaying a different key graphic. Now when you come to place the key in the level editor, you will notice a 'start frame' value which you can set to whatever line of the script you want. When the game is run the key will start on that animation script line, and the NF value ensures it stays there. Presto! You have a single object which can look like many different things, all of which behave the same way!

Congratulations! You have just designed a new object which can be placed anywhere you want in your levels. The complexities of vector objects and alien design await...

Real 3D Version 2

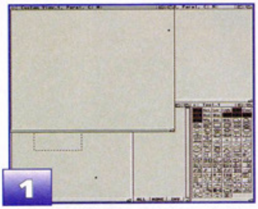
We've moved on from wildlife to some rather more familiar domestic instruments. This month Graeme's been studying the telephone.

Welcome to our third tutorial on the exceedingly powerful *Real 3D 2.5.* This month, as with last month, we will be using b-splines to create an object. This time it's not to create an organic shape like a flower, rather it's a smooth artificial object – namely, my phone.

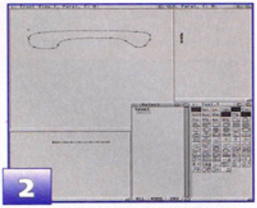
It's only fair to warn you that working with splines and spline patchs can be extremely demanding on your memory and especially your processor. I'm using an A1200 with; 2Gb HD, 24Mb of RAM, a Blizzard 1260 and nice big Amiga 1764 monitor and even then things can grind to a standstill.

The smooth surface of the phone we're building will be achieved using several spline-based tools. One of them has a slight glitch – when you're using Build from Curves you'll find the patch it makes doesn't extend to the edge of the curves, but that's easily overcome.

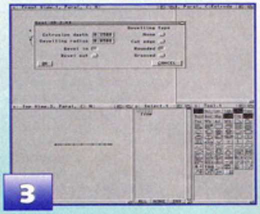
PHONE HOME



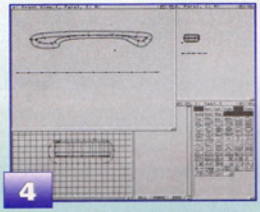
1 First of all we need to set up an environment that meets our current needs. To do this we need to increase the size of either the front or side view window because we'll be modelling a roughly oblong shape.



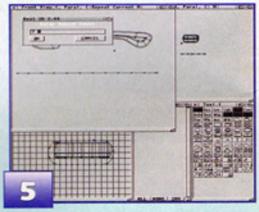
2 Next, click on the icon labelled Ctrl to bring up the control tools and select the squiggly circle icon. Draw a profile of a telephone hand-set similar to the one in the picture – press the right mouse button when you are finished.



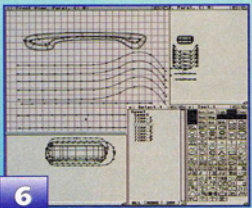
3 Select the line and go to the menu Create/Freeform/Extrude. Enter an extrusion depth of 0.25, bevelling radius of 0.05 and check Bevel in and Rounded. If the proportion looks wrong press <right-Amiga><u> and try again.



4 Delete the original line and go to the Top view, select the menus View/Grid/Visible and View/Grid/Snap To. Select the closed curve tool again (the squiggly circle) and draw a straight-sided oval like the one in the picture.



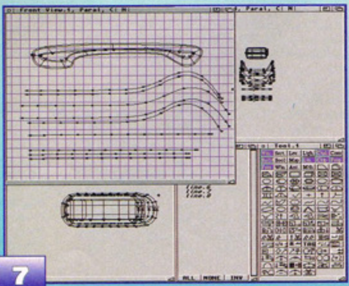
5 Switch to the Front view and create a grid. Select the menu Macro/Record, select and duplicate the line. Move the duplicate a little way down the screen, click on Macro/Record again repeat the Current macro 7 times.



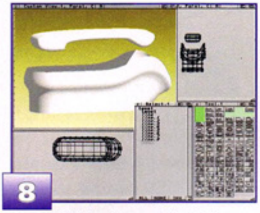
6 Select the first five lines and go to the menu Modify/Bendp./Move 2D. The first two clicks define the area to be affected and the third is just for positioning. Bend the lines upward and then repeat the process and bend them down.

A Select the remaining five lines individually and in turn and use the Move and Stretch modify tools, move and resize them so that they form a straight line on the left side and a backwards sloping line on the right.

B Make sure the curves resemble those in the image. The rank of straight lines should be "stepped" in to the right of the curved ones above. The bottom and top lines should be closer than the others because of a program limitation.

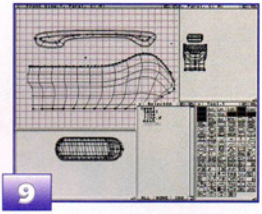


7



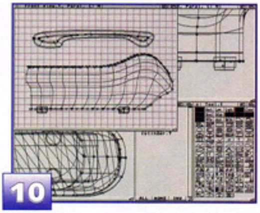
8

Now, as with the handset, we need to make the object solid by creating a mesh. To do this we'll use the tool Build from Curves (the 3 icon with wiggly lines or the menu Create/Build from Curves) – note the mesh does not extend to the end lines.



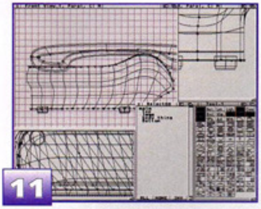
9

To be tidy delete the lines as they are not needed – except the lines one from the bottom and one from the top. Select the top one, select the menu Modify/Freeform/Reparametrize and then Create/Freeform/Skin Curve.



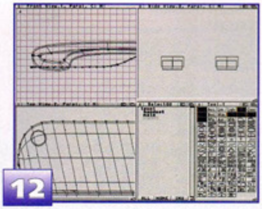
10

Select the bottom curve and Skin that – there's no need to use Reparametrize as the bottom is flat. Before I forget create four feet for it to stand on, with the Cylinder tool and if you're a perfectionist create some little black pads.



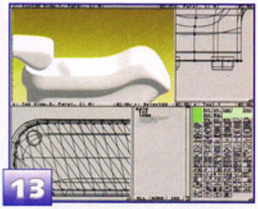
11

Now's a good time to give objects a sensible name and organise them in layers. Resize the handset or base so they fit together and position them as if you were hanging up, so you can see where the recess for the earpiece is needed.



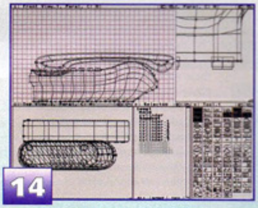
12

Save your project (it's easy to go wrong in this bit) and cut out any objects that will obscure your view of the top mesh. Reparametrize the mesh in the V direction. Create a group of the points the same shape as the earpiece.



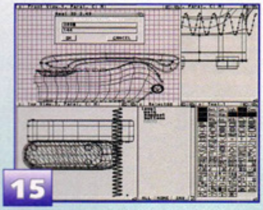
13

Move the group down to create a depression in the surface for the earpiece to rest in. Paste the objects that you cut out – if you didn't forget. Copy something else. Have a quick tidy up to make sure everything fits.



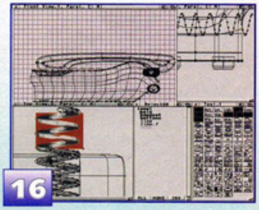
14

Now for the buttons. Use the Cylinder tool and create one slightly oval disk and triplicate it and repeat these three buttons four times (making good use of the macros of course). Position them on the flat part of the base.



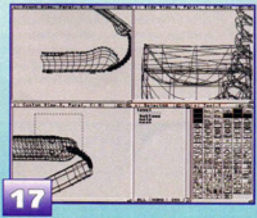
15

If you are working with a relatively small amount of RAM you might want to stop here. Otherwise, select the spiral control icon or the menu Create/Controls/B Spline Helix. Enter these values – 288 and 144 – and draw a circle.



16

Draw a small circle and stretch into an oval. Select the circle and the line, select the menu Create/Freeform/Coplanar. This will create a solid cable to connect the handset with the phone's base, but it's a bit straight.



17

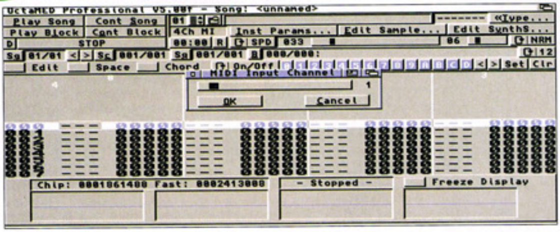
Kill the line and circle, use Modify/Bend Global/Move 3D and Modify/Bend EndP./Move 3D bend the cord into shape. If you like you can also add some numbers to the buttons and remember these techniques can be used to create many other objects.



OctaMED Tutorial

Part 4

This month Darren Irvine explains how *OctaMED* can be used to control external sound modules and drum machines in addition to the Amiga's internal samples.



In order to receive MIDI data into *OctaMed*, you must both turn on MIDI Active, Input Active, and select a channel number from the 'MIDI' pull down menu.

This series, so far, has looked at how *OctaMED* can be used to control the Amiga's samples and how easy it is to create a song. But *OctaMed* can be used for much more than just playing the Amiga's sound channels, by virtue of it's fairly comprehensive MIDI support.

OctaMED allows you to control a whole host of outboard synthesizers, drum machines and effects boxes – anything in fact that has a MIDI port. MIDI also allows you to connect more than one Amiga together, both running *OctaMED*, enabling you to then synch the two versions of the program and play eight channels of samples at maximum quality.

The first thing to do is to physically wire things up, and fairly obviously you'll need a MIDI adaptor for your Amiga (which plugs into the serial port). Make sure that you take the MIDI Out from one piece of kit to the MIDI In of another and vice versa. If you have more than two items, chain the MIDI connections from the Out on the Amiga, to the In on the first synth or whatever. Then make a connection from the MIDI Thru of the synth to the In of the next item, and so on.

GETTING STARTED

MIDI is only implemented in *OctaMED*'s standard 4-track mode, and if you have changed from this default mode, change back using the "Set Options" choice from the "Song" menu.

You'll also need to turn MIDI on from, strangely enough, the "MIDI" menu – select "MIDI Active" (alternatively hold down Amiga + M). Now that you have turned MIDI in general on, you need to set up instruments for MIDI.

Playing synths and drum machines from *OctaMED* is done in a similar way to playing internal samples – in fact, there is no reason why an individual *OctaMED* instrument can't trigger both an internal sample and an external MIDI instrument.

Assuming you wish to set up an instrument for MIDI control only, simply create a blank instrument with no sample loaded. Click on the "Inst Params" button, and you'll see a slider which will let you determine the MIDI channel that this instrument will transmit on. Note that it does require a bit of care to get all your instruments set up correctly, and it helps to give them names which contain the MIDI channel used.

Once you have an instrument set up for MIDI control, it is still used in tracks and songs exactly as before, meaning that you don't have to learn any new sequencing techniques to control other sound sources.

EXTERNAL KEYBOARDS

You may also decide that you want to be able to use an external music keyboard to enter notes into *OctaMED*. To do this, first select "Input Active" from the "MIDI" menu (or press Amiga + U). Next, select the "Input Channel" option from the same menu, and choose a channel that you want to use – note that this must be the same channel as the "MIDI Transmit" channel selected on your keyboard.

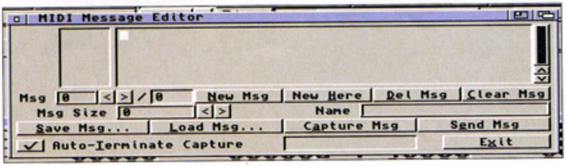
WHAT EXACTLY IS MIDI?

MIDI STANDS FOR: MUSICAL INSTRUMENT DIGITAL INTERFACE

Basically, MIDI is a way of connecting up all your synths, drum machines and computers so that they can all talk to each other, and play along in sync.

There are a lot of dedicated MIDI sequencing software packages available on a variety of platforms, but why shell out for one when you already have MIDI capability via *OctaMED*?

On the downside, most MIDI work on the Amiga requires an '020 or greater processor. Saying this though – standard A500 owners may be OK simply using the MIDI sync function or when just playing samples via MIDI.



You can use *OctaMED*'s MIDI message editor to send MIDI system exclusive information, or other data, to your sound modules.



ABOVE: MIDI only operates in *OctaMED's* four-channel mode, which is the default. If you need to change this, use the "Set Options" choice from the 'Song' menu.

JARGON

SAMPLE
The Amiga's internal sound system operates by playing back long strings of numbers which are a digitised representation of a sound - these strings are known as "samples".

TRACK
This is the basic unit of a song composed on *OctaMed* (hence the descriptor – "tracker").

BLOCK
A block is a group of up to 64 tracks, playing simultaneously.

SONG
A song is basically a number of blocks strung together. A song need not be composed entirely of separate blocks.

MODULE
Although you can save song data on it's own, and load the samples used in it separately, it is common to save both song and samples in one file - known as a "Module".

MIDI
Musical Instrument Digital Interface.
A standard set in the 80s to allow musical instruments to communicate with one another and with computers.

Once you have select "Input Active", when *OctaMED* is in "Edit" mode, simply enter the notes you want from your external keyboard rather than having to remember which keys represent which note on the Amiga's own keyboard. Remember however, that you'll still have to use the spacebar to enter a rest.

Another option available on the "MIDI" menu is "Send out Input". This toggles whether or not *OctaMED* echoes MIDI data that it receives back out again. You would make use of this if you have a separate MIDI master keyboard and sound module, with the Amiga in between the two, so that notes played on the keyboard actually sound, rather than just being picked up by *OctaMED*.

If you're using a synthesiser, it's a good idea to turn this off, so that the notes you play are not played twice (once by the actual key you press, and then once by *OctaMED* sending the note back again).

SEQUENCING SOFTWARE

You can also use *OctaMED* to control sequencing software running on other computers (whether or not they are Amigas). You can select the "Send Sync" option from the "MIDI" menu, which sends out a control to any other sequencers on your "MIDI network" telling them to start playing at the same time as the *OctaMED* is playing on your local machine.

Alternatively, you would select "Ext Sync" if you want *OctaMED* to be started by an external sequencer. Obviously if you have two Amigas both running *OctaMED*, select "Send Sync" (the master) on one and "Ext Sync" on the other (the slave).

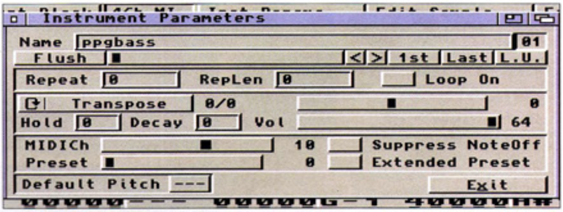
SAMPLE PLAYER

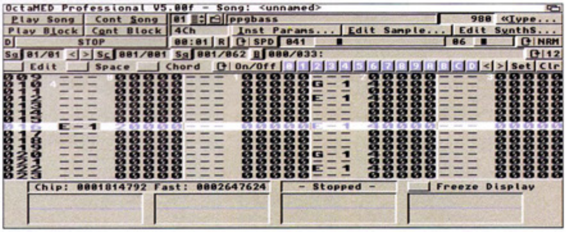
Yet another option available is to use *OctaMED* as a standalone sample-player controlled via MIDI. This entails setting up a number of samples on different MIDI channels, and then playing them remotely from a sequencer running on another computer.

If you have two Amiga's you can use this method to play samples on one machine, and run a sequencer such as *Bars'n' Pipes* or *Music-X* on the other (both programs do in fact support the playback of internal samples, the results are variable and if you do happen to have another Amiga lying around, and a copy of *OctaMED*, then you will find that this will give you far superior results).

Next month we'll be concentrating on MIDI again, including taking a look at *OctaMED's* MIDI message editor (which you can use to send specific MIDI data to your various different sound modules). See you then.

BELOW: Setting an individual instrument up to work with MIDI is also extremely simple, using the Intrument Parameters window

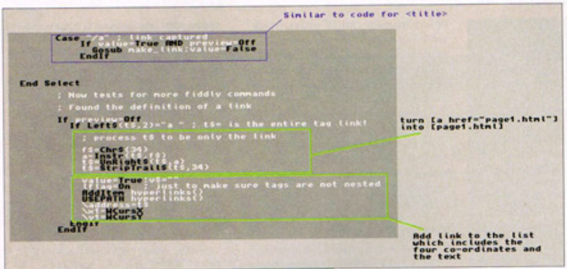




Once you've actually got MIDI set up and running, creating your songs using both internal Amiga samples and external instruments is extremely simple.

Blitz Tutorial

Gosh, things are starting to look promising with the Blitz Browser. John Kennedy has even added some useful code to handle links in this month's installment.



Listing One: Shows shows the necessary changes needed to be made to the code which detects the <a> tags.

Finally, it's working! Yup, after this month's Blitz special you'll be able to start browsing through some of your own HTML documents.

MISSING LINK

We added code to check for the situation when the user clicks on a link, and as an exercise I suggested you deal with the case when the link text itself wraps over the line. This was a trickier than it appeared at first glace, and I apologise if you spent a long time trying to work it out.

The problem was that the text associated with the link, that is, the text between the <a href> and the tags was being printed by the standard process_text routine. This made it hard to intervene. The solution I adopted was to ensure that this special text was not printed at once, but stored away. Only when the tag was reached would the text be displayed by a special character-by-character routine. This routine would check to see if the text was about to wrap. If the text did wrap, a new link was added. This was repeated until all the text had been displayed.

To include this into our listing involves altering quite a few locations. Firstly, I had to change the code which detects the <a> tags. **Listing One** shows the new, improved program section.

Then I had to rewrite the make_link routine and add the code necessary for displaying the link text and taking a new line. This was the easy part. When the text reaches the end of the line, we simply pretend the link has been terminated. However, when it starts on a new line underneath, we start a new link. We pass the link text from the original link to the next to make sure both point to the same location. The special_flush routine always ends with a link in mid-definition, and the trailing link is always finished by the lines which follow gosub special_link in the make_link routine.



Right: The make_link routine had to be rewritten to include the new code.

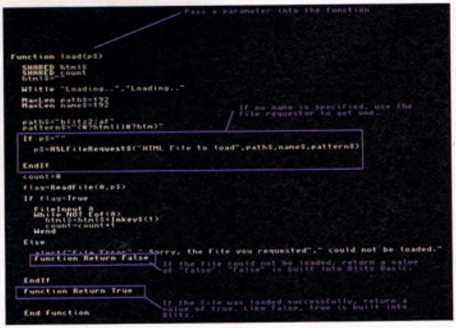
You'll notice that the text of the link is altered with Wcolour 1 and Wcolour 2 statements. You can change these if you wish: not only could you alter the colours, but instead you could draw a line or a box around the link text. Think of how AmigaGuide displays links in its documents.

LOAD UP

Now that we have fixed the bugs to do with adding links, it's time to get the links to actually do something. Let's start by using the links to load another document. For example, if there is a link which looks like:

** Click here for document 1 **

then when the user clicks on the link, the document entitled doc1.html will be loaded. This is how a Web browser works when it is operating in local



Listing Two: This code shows how a string is passed into a function.

```
Repeat

  WTitle "Waiting","Waiting"

  Select WaitEvent
    Case $100    ; Menu operation
      Select ItemHit
        Case 0; The Load option
        If load{""}=True Then Gosub process

        Case 1; The Save option
        ; Some day

        Case 2; The About option
        alert{"About"," ","HTML Viewer","Early alpha"," "}

        Case 3; The Quit option
        Goto goodbye
      End Select

    Case $200    ; Close gadget selected
      Goto goodbye
    Case $40     ; Scroll bar clicked
        v.w=VPropPot(0,1)*height
        PositionSuperBitMap 0,v.w
        Redraw 0,1
    Case $8 ; Mouse button
        Gosub click

  End Select
Forever
```

New, improved load menu option.

Listing Three: The revised code for the menu option – changing the instances when Load{} is used.

```
.click

; test to see if there is a link under the pointer
; when the user clicks the left mouse button


x=WMouseX
y=WMouseY+VPropPot(0,1)*height
ResetList hyperlinks()
l$=""
While (NextItem(hyperlinks()) AND l$="")
USEPATH hyperlinks()
  If (x>=\x1 AND x<=\x2) AND (y>=\y1 AND y<=\y2)
    l$=\address
  EndIf
Wend
;If l$<>"" Then NPrint "The link is ",l$
If l$<>"" Then If load{l$}=True Then Gosub process


Return
```

Old test code

New, clever loading routine

Listing Four shows the new code for loading documents.

mode, that is, not connected to the Internet. This feature alone would suddenly make our browser very useful for reading though HTML documents stored on disk. Think of it as an AmigaGuide browser, but one which deals with HTML instead.

The first step to adding support for loading new documents is to change the Load{} routine. This was originally a Statement, that is, a block of Blitz Basic which can be called as a subroutine. Although it is possible to pass parameters to Statements, it is not possible to get return values. For this reason, the Load{} Statement is re-written as a Function.

Notice how a string is passed into the function. This is the filename of the document to load. If the filename is empty, then the standard file requestor is used. If the filename contains a name, the program attempts to load the file specified. **Listing Two** shows the necessary code.

Now we need to change the instances when Load{} is used. So far there is only one: the menu option. **Listing Three** shows the revised code.

You can see how, as it has been turned into a Function, Load{} can be used directly in an IF/THEN statement. This ability to return true/false values is a useful way to ensure that all is well in your programs. If all your major routines return a value which depends on whether they've worked, debugging your code becomes much simpler.

CLICK ME!

Finally we can move onto the Click routine. This is the code which detects when the mouse has been clicked over a link. We developed it last month, but now the /address variable has been processed to contain only the filename of the next document to load. This was achieved back in the very first program listing in this tutorial.

Below: Listing Five shows two documents you can use to test your new program.

Page1.html

```
<title> My first page </title>
<H1>Page 1</h1>


<hr>

This is page one. Please select the pages you would like to
see. <p>

<a href="blitz2:af/page2.html"> Page number 2 </a> <p>
<a href="page3.html"> Page number 3 </a> <p>
<a href="page4.html"> Page number 4 </a> <p>

Thank you. <p>

<hr>

</HTML>
```

```
<title> My second page </title>
<H1>Page 2</h1>


<hr>

This is page two.
Please select the pages you would like to see. <p>

<a href="blitz2:af/page1.html"> Page number 1 </a> <p>
<a href="blitz2:af/page3.html"> Page number 3 </a> <p>
<a href="blitz2:af/page4.html"> Page number 4 </a> <p>

Thank you.

<hr>

</HTML>
```

Page2.html

Listing Four shows the new code for loading documents. Notice how once again the function aspect of Load{} is exploited to make sure that nothing is sent to the process routine unless a new document has been successfully loaded.

If you want to test the program **Listing Five** shows two suitable HTML documents. You'll have to alter the links to point to exactly where the files are stored. At the moment I keep mine in Blitz:af/ and you'll need to take this into account for yourself.

SPECIAL THANKS

A special word of thanks to Andrew Markwell, who has written in with some hints and tips. Andrew is writing his own Blitz browser called "Agamemnon" and is unwilling to spill the beans on absolutely everything. However, he has included some useful pointers in his letter. I'll include the details on the Web site, where you will also find the full Blitz source code. The address is: http://www.webzone1.co.uk/www/johnk/ so pay a visit – there are some other useful links there too.

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Brother M1009/1024/1109/1209	3·90	3·75	3·55	3·35
Citizen 120D/LSP10/Swift 24/9	2·85	2·70	2·50	2·30
Commodore MPS1220/1230	4·50	4·35	4·15	3·95
Epson LQ100	4·10	3·95	3·75	3·55
Epson LQ200/400/500/800/850	3·45	3·30	3·10	2·90
Epson FX/MX/RX80/FX/LX800	2·90	2·75	2·55	2·35
Epson LX80/86/90	2·12	1·97	1·77	1·67
Mannesmann Tally 80/81	3·90	3·75	3·55	3·35
NEC Pinwriter P2200/P2+	3·03	2·88	2·68	2·48
Oki ML182/183/192/193/195	3·17	3·02	2·82	2·62
Panasonic KXP1123/1124/1140	3·46	3·31	3·11	2·91

BLACK	1 off	2+	5+	10+
Panasonic KXP1080/1180/90	2·89	2·74	2·54	2·34
Panasonic KXP2123/2124/2180	4·95	4·80	4·60	4·40
Seikosha SL90/92/95/96	5·70	5·55	5·35	5·15
Star LC10/20/100	2·29	2·14	1·94	1·84
Star LC200	3·00	2·85	2·65	2·45
Star LC24 – 10/20/200	2·86	2·71	2·51	2·31
Star LC240C, LC24-30	7·75	7·60	7·40	7·20
Taxan Kaga KP810/815/910/915	3·14	2·99	2·79	2·59
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Panasonic KXP2123/2124/2180	10·63	10·48	10·28	9·88
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Star LC200	9·78	9·63	9·43	9·03
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Commodore MPS1270	10.80	10.60	10.40
Epson Stylus 400/800/1000	7.00	6.80	6.60
Epson Stylus Colour/Pro XL Black	10.00	9.80	9.60
Epson Stylus Colour/Pro XL Colour	22.00	21.80	21.60
Epson Stylus 820/Colour II/IIs Black	18.50	18.30	18.10
Epson Stylus 820/Colour II/IIs Colour	26.60	26.40	26.20
Epson Stylus Colour 500 Black	18.90	18.70	18.50
Epson Stylus Colour 500 Colour	26.90	26.70	26.50
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Epson Stylus Colour Colour	10.50 for 9ml of each Col
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MailBag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Letter of the Month

SHOP WATCH

Why not start up a page in the magazine which lists computer retailers that sell Amiga software and/or hardware in the UK?

This page could be recommended by readers who frequent those shops and that would allow other readers to give those shops more support. *AF* could also produce a sticker or something similar to send to the retailer saying something like '*Amiga Format* listed retailer' or such like. This would encourage the retailer to keep stocking Amiga products whilst he gets a free mention in your magazine.

Yourselves and other magazines are always bemoaning the lack of the Amiga products in the public perception. This would be one way for yourselves to help the Amiga community at very little cost.

To start the ball rolling here are a few shops I regularly visit in the Greater London area...

- **HMV (Level 1), Oxford Street, London W1. Very good, and large range of software.**
- **HMV Trocadero, Piccadilly Circus, London W1. Reasonable range of software.**
- **Electronic Boutique, Oxford Street, London W1. Reasonable range of software.**
- **Computer World 2000, Walthamstow Market, London E17. Reasonable range of software.**

Unfortunately, all of the Silica shops in London known to me hardly have any Amiga software/hardware in stock any more. Especially the one in Tottenham Court Road which, in it's heyday, had a whole floor devoted to Amiga stuff but now has less than the fingers on one hand. (Aren't Silica supposedly supporting the Amiga?)

Also, sadly the Virgin Megastore doesn't carry much Amiga software any more unless you want four shelves of *SWOS 95/96* or three shelves of *USM* datadisk for 99p. Sad.

Finally, I would like to thank all at *AF* for such a great magazine in the three and a half years I have been buying it. I can honestly say I have yet to see a 'bad issue' – keep it up.

Michael Carrillo
London

Not a bad idea at all, and one that wins you a much prized AF sweatshirt. Anyone else wish to recommend Amiga outlets? We will soon be incorporating a new feature where we go off around the country, checking out independent retailers who stock Amiga products. There are quite a few of them out there, and you may be surprised to find there's one near you. If you run a shop and think you ought to be included, drop me a line.



The Zip drive holds 100Mb per cartridge and comes in very handy.

ALL SPENT

In response to the letter 'Spending Spree' in the latest issue of the great *AF*, I'd like to comment on a couple of things. First of all, I agree with Mr Jones in that with a few upgrades, the Amiga can do everything a PC does, and better. Team 17's *Alien Breed 3D II* shows that. The last upgrade I bought was a Zip drive, which set me back £200. I'm chuffed with it, but I'm not planning on buying, upgrades for a while for two reasons:

1) As a 15 year old (and we're just as important as older Amiga users), I don't get £20 spare a month, let alone every week. and,

2) Why should I get anything else until I know what the new Amiga is going to be? I would have sold my granny to get hold of a MindWalker, but it was scrapped. Okay, It may have looked a bit 'different', but it contained everything that I needed in a slick, futuristic design. Until I know for definite what will be in the next Amiga, and how much I will be expected to pay for it, I won't buy anything else. I've had my A1200 for three years, and an A600 for a year before that, and I've bought *AF* for all of those four years. I can safely say that I will support your magazine and of course the Amiga until the very end. It's a great machine with a confidence problem, and a definite decision needs to be made about a new Amiga very soon, so that people like me know that they are spending their money on something that will continue for at least another four years which the Amiga can, if it's given the right attention.

As I said on my questionnaire, I urge Viscorp to release a powerful Amiga for under £800, advertise it sensibly and STICK WITH IT! If they do that, then the 'very end' shouldn't be for a long time to come.

Peter Jones
via email

P.S. *R3* demo was stunning and *FoundationED* inspiring! Keep up the good disks!

The Zip was a good choice, I'm sure you will be very happy with it, and you will be able to take it with you to a new Amiga when such a thing arrives. Many of our readers are also reticent to part with any more cash until they are sure about Viscorp's concrete plans for the platform, and we would certainly join you in asking them to clarify what exactly they intend to do.

ON THE EDGE

If any of you out there are thinking that the Amiga doesn't play a vital part in game development – think again. You only have to open the back pages of *Edge* to find loads of companies paying top wages to 2D artists who are good at *DPaint*. Yes *DPaint*. Not *CorelDraw*, just good ol' *DPaint*. So come on you Amiga artists! Let's show the industry what you can do on the supposedly "dead" Amiga. (Which it will be if Viscorp don't do something soon)

FrostyCat
via email

P.S. Darren Irvine is the Gary Bushell of the Amiga Scene.

They should be writing in to us really. Interestingly, Psygnosis, and many other game developers, still use DPaint *to develop graphics for their games, even though many of them no longer produce Amiga titles. If there are any readers out there with a yearning to create graphics for games, please get in touch with us.*

Continued overleaf ➡

I'm not sure whether your comments about Darren are meant to be a compliment, but I suspect not. I shan't tell him you said that as he may get upset.

CD SUCCESS

I finally bought a CD drive not long ago and was impressed by how good your two first cover CDs were. Hey, in your humble modesty you haven't mentioned a thing about at least three quarters of its contents! Did anybody know there were Wells, Doyle and Verne books typed in there? Or can you even imagine HOW MANY pics and anims there are?

As a matter of fact this may have been one of your smartest moves yet. Already three friends of mine have expressed their willingness to subscribe to your magazine in order to get those CDs, which they loved. I just hope your current CD version circulation is large enough to keep you from returning to the DD-only (yeeks!) format.

Oh, yes! Congratulations on your newly completed abduction of Mr. Vost from Amiga Computing. Tell him that the fourth CD was very well put together and I was AMAZED to see that Tower Assault intro. Congratulations to your arty types (Linda?) as well, since I liked your last (4th) CD cover so much.

Now just do your readers a BIG favour and get that Scottish bloke back. Bribe him with dog cookies or whatever if you must, but make sure you do it.

Fabio Goes
Rio de Janeiro, Brazil

P.S. I've spotted a Chelsea shirt – the one with the old C= Amiga logo – in a sportswear store near my apartment. Would you think my buying it would be a smart move? (I mean, they cannot be as bad as Leeds, can they?)

There is a lot to be found on the CD if you are prepared to go looking for it, and don't worry, in spite of all the pain and anguish it causes us every month, we will be continuing to produce a CD version.

Thanks for all your comments, though I fear some of your appreciation is slightly misplaced. Sterling work that he has done on the CD, the credit for the excellent Tower Assault sequence must surely go to John Allardice, the man who created it.

Also, Cathy is probably going to be a bit miffed that you are congratulating Linda for all the excellent work she did on the CD.

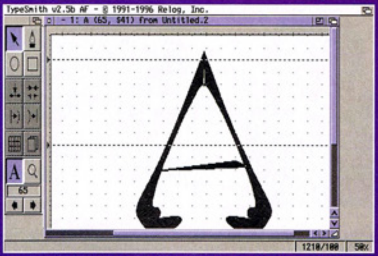
As for the notorious Scotsman – I think you misunderstand. It was us that had to offer a bung to Team17 to take him in the first place. Basically we couldn't stand the smell of his Spicy Curry Pot Rice any longer.

The old C= emblazoned shirt is probably a good buy, it's a little piece of history, and at least Chelsea could play in those days. I won't impart my thoughts on Leeds, as Mr Bradley might come over all feisty.

COVERDISK CRIME?

I have been an avid Amiga Format reader from issue seven, which coincided with my first Amiga purchase – a trusty A500. Since then I have upgraded, after finding someone had poured tea into the casing. I have been very pleased with my Amiga, and I try to encourage people to think likewise, instead of falling for the gimmicks found so often in the worlds of the console, PC and Mac. Until recently, I have also been very pleased with *Amiga Format*, but I feel let down in the quality of Coverdisks, and the rest of the magazine seems no better than any rival. I have not resubscribed, and do not intend to – I'll just read the Gamebusters section in the newsagents, and only buy the mag if the Coverdisks warrant it.

On seeing the *TypeSmith* program on issue 87, I bought it, with the intention of using it with *Wordworth*. It has proven to be invaluable, and I thank you for it, but the other disks left me shocked. Two games I would not have even played back in my A500 days, released on your Coverdisk. They lasted about five minutes in my disk drive (and only that long because I was foolish enough to watch the 'slideshow' first), and I really don't need any more blank disks, but I suppose I'll have to format it.



The excellent *TypeSmith* from Soft Logik. It's far easier to find good serious programs to put on our Coverdisks than it is to find games software.

In your magazine, I have often found that the general view was that the Amiga needs all the good press it can muster, but I feel that your Coverdisks often do little to help the cause. I know you will probably try to fob me off by saying 'what you might consider of little interest may be very useful to someone else' (a quote from Letters issue 87), but they (although unquestionably only applying to about one 'person' in the Universe) are likely to be so young or mentally deficient that it was they that sabotaged my first Amiga with the tea incident!

Jack Bremer
Fulking, West Sussex

Well, I'm glad you enjoyed at least one of the disks. I'm very sorry that you didn't like the other disk. We included the games because they were a good example of what could be achieved with BPM's* Reality *software.

It's not as if we could have had a demo of some great new* Quake *beater or anything, because as you may have noticed, there aren't so many games being released on the Amiga at the moment.

Publishers are also becoming very reluctant to spend the extra time and money needed to create demos. However, if you would care to write one...

DEJA VU

In a popular multi-format magazine I was reading, I noticed the range of old arcade games that Namco are due to release shortly on the Playstations. Titles mentioned included *Pacman*, *Joust*, *Galaxion* and *Defender*. News like this always generates quite a bit of

The Gallery

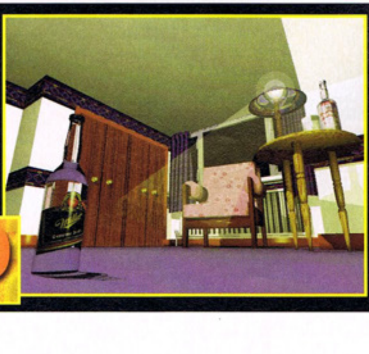
ON THIS MONTH'S CD

ROOM ONE

Ian McNaughton

Ian is this month's lucky winner of £50.

£50 winner





interest not only amongst nostalgia freaks but also younger games-players who are wondering why these games have always been considered something special.

Well, my simple point is this. We have nearly all these games available to us right now through Public Domain. Games such as *Oblivion*, *Deluxe Galaga*, *Frogger* and Augenblick's brilliant version of *Pacman*.

The list of Amiga PD and Shareware games is endless, the quality is improving every month and they are all available at a fraction of the cost of their Playstation counterparts.

So, Amiga games-players take heart, the commercial releases may be few and far between at the moment, but it's reassuring to know that we have a vast amount of classics to enjoy, and the knowledge that our machines will never lie idle.

Peter Hull
Bromley, Kent

It is amusing in some ways. I remember seeing Pacman *on the cover of* The Official Playstation Magazine *and thinking – so that's the next generation of games playing is it? What many people are only just discovering is that fancy graphics don't make a game enjoyable – gameplay does. If a game doesn't play well, it doesn't matter (except to some sad people) whether it shifts 30,000 polygons a second or has tri-linear anti-aliased mip-mapping. I'm glad that you are astute enough to realise that, as I'm sure many of our other readers are.*

KEEP TAKING THE TABLETS

I want to purchase a Wacom graphic pad and use it with an Amiga computer. Whilst working for Amblimation, the animation branch of Universal Pictures, I saw artists using the two together and therefore have to conclude that a software driver must exist for the above to be used in conjunction with an Amiga. I assume the pad is sold with software that makes it compatible with a PC. However, several telephone calls did not help to clarify the situation and I am hoping you might be able to advise me on how to acquire the software, so I can use the pad with an Amiga as well as a PC.

Jean Maluta
Chorleywood, Herts

Some Amiga software includes direct support for pressure sensitive tablets, like TV Paint, Photogenics *and even to a certain extent,* DPaint. *If you want to use the tablet as a complete mouse replacement device, then I would suggest you call Power Computing on 01234 273000.*

CLUELESS

I want to a car boot sale and bought a boxed game called *The Clue*, secondhand. When I got home I started to install it on my hard drive and all went well until the program asked me for Disk 5. I looked in the box only to find that the disk is missing. I rang Kompart only to find that they have moved from the premises and left no new address. Can you help me obtain Disk 5?

J P Scott
Fulling Mill Barn, Fulling Mill Lane, Wewyn, Herts AL6 9WP

Kompart are no longer in business, so it isn't surprising you can't raise them on the phone. However, perhaps one of our gallant readers will be able to come to your rescue.

LIFE, DEATH, AND THE BITS IN BETWEEN

I am sorry that I have to say this, but it was with a great deal of glee that I discovered that that rebellious miscreant you call *Amiga Power* has come to its, much belated, end. That mag was responsible for many misconceptions and general ill feeling amongst the Amiga Community and I am glad that we are rid of it.

Amiga Shopper, however, is a separate issue. When *Shopper* and *Power* initially appeared I purchased every issue of both, but Power soon turned really (fit – Ed). *Shopper* is still an excellent magazine and even with such a terribly low page count and a single floppy I still find it quite justifiable to purchase the magazine. However, it is clear that the magazine cannot survive in its current form.

How about (after dumping *Amiga Power* down the nearest very deep hole) merging *Amiga Shopper* into *Amiga Format* (which should increase advertising revenue) and including what would have been

Continued overleaf ➡

LESS IS MORE, OR IT CERTAINLY COSTS MORE

I just thought I'd drop you a line to say hello and to say thanks for being such a great mag. I'm sorry to see that *Amiga Power* is being discontinued but I do feel that it could have been prevented.



Everyone in the Amiga world knows that there are very few games being released so we all understand that mags such as *Amiga Power* cannot fill as many pages as they used to and so must be smaller.

However, Future Publishing and all of the other publishers seem to think that smaller mag = bigger price. This is silly – hardly anyone will pay more money (or even the same amount) for a smaller magazine – this leads to a large number of readers not reading the mag in question.

Why don't the publishers reduce the price of mags in accordance with their size – if the mags remain good value they will not lose customers and the publishers wouldn't lose money.

I know that this is not a decision that the writers make but surely you could suggest this to the people in charge at Future? RIP *Amiga Power* – gone but not forgotten.

Tom Boweman
Bristol

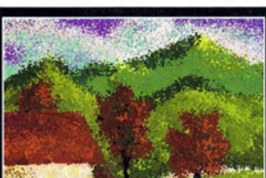
What? Are you trying to suggest that our lords and masters, the great publisher beings, who we are unfit to gaze upon, could possibly be wrong?

Essentially, the way it works is that in order for small magazines to survive, they need to make proportionately more per issue sold to break even.

If we made the mag cheaper (or even kept it at the same price) it quite simply wouldn't be worth printing. If you enjoy the mag, that's good. If you don't, or think it's too expensive, well, that's up to you.



MANSION *by Alistair Walker*
This was created using *Real 3D2*, *Photogenics* and *Lightwave* for the sky.



EXPRESSIONISM *E Roots*
This expressionist picture was created on an A600 using *DPaint* – it took just one and a half hours.



SITTING ROOM *Adam Belton*
Created using *Imagine* on an A1200 with an Apollo 1220 card.

MONITORS DIRECT



The M1764 monitor is certainly an impressive bit of kit and if you can get it cheap it's a bargain.

Just a few comments about Graeme's review of the Amiga M1764 17" monitor. Nothing wrong with the review. I agree with everything mentioned. Regarding the conclusion though, I have the answer and at a very reasonable price.

I was quoted £500 + VAT, plus £10 + VAT for carriage; total = £599.25. Being close enough I collected saving carriage costs, also obtaining a further £10 + VAT saving due to them not being able to supply the VGA adaptor.

Where? I hear you scream. DABS Direct! They don't advertise it – you'll have to ask them to phone Microvitec, or you can on 01274 390011.

DABS Direct are in Edinburgh 0131 5564114, London 0171 582 4777, Bolton 01942 794000 and Woking 01483 797474. I bought the VGA 15-23 pin adaptor from First Computer centre 0113 2319444 (in most Amiga mags) for £8.49 including VAT and postage.

A kettle end lead with plug is required if you don't have a Goliath power supply or similar, these can be obtained from any computer shop that sells peripherals and not just software, (Easy PC, Grovesnor Road, Aldershot £3.50). Oh, and by the way I nearly forgot: most importantly it's a GPM 1701 MICROVITEC if you get it this way and not an Amiga M1764. It comes with a manual and doesn't require any extra software, it also memorises 32 different screen settings automatically after each new one you resize to fit the screens mode, ie: DBL Pal Hi-Res no flicker or Multiscan Productivity both in 600 x 557. Multiscan works best – I'll let you find out why. I should know.

Simon Phelan
Aldershot

Thanks for that tip. Presumably you don't get a nice Amiga badge on a GPM1701 though – but then, it's no great loss really.

Amiga Shopper Coverdisks on the *Amiga Format* CD (after all any self-respecting *Amiga Shopper* reader would have CD-ROM drive by now wouldn't they?!). Rename *AF* Serious and *AF* Creative; *AF Shopper* featuring yellow pages of cheaper monochrome adverts aimed at PD libraries and smaller companies with free classified private ads, regular product listing/guides, tutorial and help pages.

I would also like to suggest a few other changes that I feel would benefit *AF* as a whole:

1) More technical coverage similar to the way AUI and Amiga Computing write.

2) American news and the like, especially now that Amiga is owned by an American company again.

3) Single pages featuring news etc, specific for each individual machine: A500 report; A1200 report; A1000 report etc.

4) An American edition so we see overseas adverts.

5) As the superior Future Publishing magazine take over the odd page in *The Edge* and let them know that *Quake* and all the playability-free Playstation games look rather sad in comparison with *The Killing Grounds*, a decent version of *Worms, Odyssey, Slam Tilt, Breathless, Capital Punishment, Virtual Rally, XP8*, etc etc.

6) Start a write-in campaign to get Sega to, along side the Sega PC development, start Sega Amiga development – I would love to have the opportunity to play *Rally, Virtua Fighter 2* and *Virtua Cop*... I even like *Baku Baku Animal*. Considering the Saturn is likely to be Sega's final foray into hardware this step would be logical... especially for PowerPC or DEC Alpha Amigas.

7) Actually forget that last point, just mould your readership into a streamlined fighting force to lobby for the release of games such as *Settlers 2, TFX, EF 2000, Inferno, Theme Hospital, Command & Conquer, Tunnel B1, Warcraft 2* and all those arcade games on Amiga CD-ROM asap... after all, our current crop of games prove that these games could be IMPROVED upon for 4Mb '030 CD-ROM AMIGAs!

8) These *T3* and *SFX* mags of yours have mini versions with direct Amiga connections within *AF*... For instance *Star Trek: First Contact* will have a lot of Toaster and *Lightwave* produced effects... Viscorps ED should be in *T3*?

This should result in: larger circulation, more advertising revenue and a reason for CTW to stop referring to the Amiga as being dead.

Sven Harvey
West Midlands

PS. Was it really surprising that Escom failed? Most of the staff were from Rumbelows and Calculus!

Well, I'm sorry to hear that you are glad Amiga Shower *is, sniff, dead. We sort of quite liked them you know. Of course, we rarely saw their point of view, but there was an amiableness about their ineptitude to attach a hard drive to an A1200, or copy files onto a PC disk. And Sue Huntley was the queen of all Art Editors.*

However, we will be incorporating vague elements of both Power *and* Shopper *in* Amiga Format. *I don't think you can reasonably say that we don't cover as much of the technical side of things as* Shopper, *because we do. However, I don't really think there is much need to change the way we approach our reviews or tutorials. Most people like them that way, which is why* Amiga Format *is doing so much better than* Shopper.

As for your other points:

1 – I don't understand, you mean you want AF *to carry pages and pages of stuff that has absolutely nothing to do with the Amiga – like AUI?*

2 – We are hoping to expand our news coverage and make it more global, but sadly, there isn't much going on in the States Amiga-wise at the moment.

3 – I think we have better things to fill the magazine with rather than a page of news for A1000 owners, besides, there wouldn't be any news for them.

4 – If we had a separate American edition, you wouldn't see any American ads, because they would only appear in that edition. At the moment, most advertising by American companies is done for them by their European distributors, which makes it more convenient for people who actually want to contact them.

5 – I assume you mean Edge *(as in the magazine, not the U2 band member). They know that anyway.*

6 – I think Sega might be more convinced if you could actually buy one of the machines you mention, or even if someone could tell them when one would appear.

7 – We have tried. If more of you sent your surveys back, we may even be successful with TFX.

8 – SFX have already given Ron Thornton and Lightwave *a whole load of coverage. I'm sure* T3 *will be covering the ED too.*

And finally, you should know better than to believe anything CTW have to say about the Amiga (unless I've written it, obviously).

Thankyou to everyone who sent in a copy of the Overdrive software. We've forwarded several copies on to Mr Holcroft and he should have things up and running by now.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person.

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for vital enquiries by phone every Tuesday between 2pm and 5pm.

WORKBENCH:
We'll only answer technical problems in the mag. Write to us at
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS:
If you've found a cheat mode, or found the passwords for a game, send them to Andy Smith and you could win a prize. If you're stuck, ask Helping Hand for advice.
Gamebusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS:
The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS:
Write the answers and your name and address on the back of a postcard.
'Name of the compo', *Amiga Format*,
29 Monmouth St, Bath BA1 2DL.

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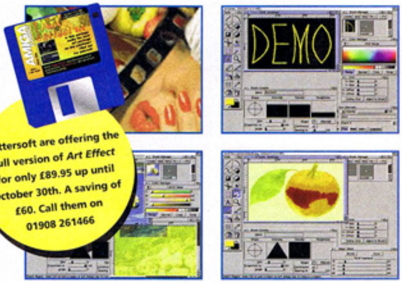
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Amiga Format (insert name of disk)
TIB PLC, 11 Edward Street,
Bradford, BD4 7BH
If there is a manufacturing error the stamps will be returned with a replacement disk.

EMAIL:
Send email messages to *AF* at: amformat@futurenet.co.uk. Include the department in the subject line (Workbench, Letters etc). If you write *Info* in the subject line you will receive a list of all relevant departments.

COVERDISK SUBMISSIONS:
Future Publishing only accepts Coverdisk demos and submissions on the basis that they *may* be incorporated into a Future cover-mounted disk, unless *expressly* stated in writing to the contrary.

AMIGA FORMAT COVERDISKS



Blittersoft are offering the full version of *Art Effect* for only £89.95 up until October 30th. A saving of £60. Call them on 01908 261466



It's the art package we've all asked for, but never had. **David Taylor** unleashes the power of *Art Effect 1.1*.

David Taylor introduces not one, but two demos this month and an editor for *Alien Breed 3D II*.

Fortress of Eve



Examine objects using a separate menu. Cancel a choice using the right mouse button.

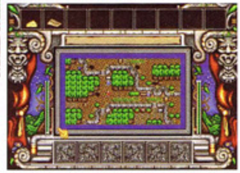
A map of the level is available so you can see where you are in relation to everything.

Fortress of Eve takes the same vein as the first two *Valhalla* games giving you point and click control over a cute looking hero. The object of the game is to solve the puzzles and you move by putting the pointer over the direction you want to go and clicking the left button.

If you come across an object you want to take a look at, move the mouse cursor over the toolbar and click on the Eye icon. You will be told exactly what it is and you can pick up, use and give objects all in this way. The icons on the toolbar, from left to right are:

Map icon – Open a map of the level showing your position and the position of any other characters.

Eye icon – Take a look at the object in front of you. The king will tell you what he sees.





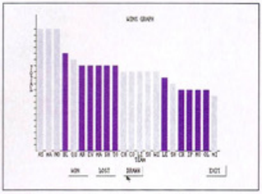


If you pick up the items that are in front of you, you'll get a nice comment.

Two commercial game demos and a chance to try out the most amazing Amiga art package ever. A game level editor and a printer enhancement program. What a fantastic collection we have for you!



Masses of options for footie fans here although OTM reckon that *FSP* is suitable for just about any league.



See the results displayed in a graph. Then curse your team's performance and blame the manager.

Mouth icon – Speak to the person.
Hand icon – Take the object in front of you. The object will then appear in the inventory at the top of the screen. Click on any object and a new set of icons will appear. Left to right these are:

Eye Icon – Look at the object
Mouth icon – Eat the object
Glass icon – Drink the object
Open hand icon – Drop the object
Pointing hand icon – Place the object in whatever is in front of you (use).
Divine icon – Try and seek help on an object.

Spanner icon – Use the object in front of you.
Disk icon – Save or load. Choose the game prefs – full text, speech, restart the game, etc.
It is important that you have the sound level of your computer audible as this is a speech adventure and the character talks to you.

If you want the full game, you can order it from Vulcan Software. It costs £17.99 and the address is: Vulcan Software Ltd, Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants, PO2 7NA ☎ 01705 670269.

FOOTBALL STATISTICIAN PRO

This product allows you to enter and update statistics on football teams. Data for past years is included and you can see the statistics for each team and their performance as a graph. You can view the stats in a variety of manners and I presume the idea is to use it for predicting results. With all the data entered, you can choose a team and then get a prediction of the result against any other team.

Although the program has been designed for a football league, it can be used for any type of league you want to keep track of. The data can be printed and stored and this demo allows you to use the program up to ten times. If you want to order the complete program, contact OTM 2000, 5 Albert Road, Tamworth, Staffordshire, B79 7JN ☎ 01827 312302.

AB3D II SAVE GAME EDITOR

This editor allows you to make adjustments to the Save games for *AB3D II*. It's easy to use and allows you to choose which Save game you want to alter. You can then set the game level, the weapons you have, the amount of ammunition, your health and whether you have the Jet Pack.

Be warned. This is a cheat and you should only use it if you really want to. Don't come crying to us that it's spoilt your fun by making it too easy. Full documentation is included. It requires Workbench 3 to run.

RESET UTILITY

This is a small program, designed as a default tool for a script, which means you can reset your computer and run a set program without going through the Workbench startup. Why bother? Well, it's designed for games players who have unexpanded machines and may not have enough memory to run certain games or demos. Use this and all the RAM will be free for the game. It requires some knowledge of the way Workbench works and Workbench 2 and is really designed for hard drive users. For full information, read the documentation.

INSTALLING THE SOFTWARE

In order to fit all these programs on, we've had to use a little archiving magic. However, it is very easy for you to get the programs off. You need a floppy disk for each of the two demos, although *Fortress of Eve* can be installed to a hard drive if you have Workbench 2 or higher. If you are running Workbench 1.3, format two floppy disks before booting the Coverdisk.

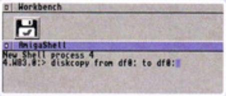
The *Valhalla* demo, once unpacked onto a disk or a hard drive, can be loaded from Workbench. The *Football Statistician* demo can be booted directly from its disk. The *AB3D II* editor can be loaded directly from the Coverdisk from Workbench. (You must have the reqtools.library on your system.) The Reset utility can also be loaded from the Coverdisk itself.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

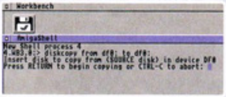


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

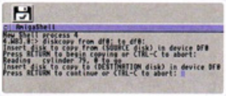


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

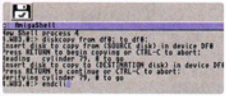
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

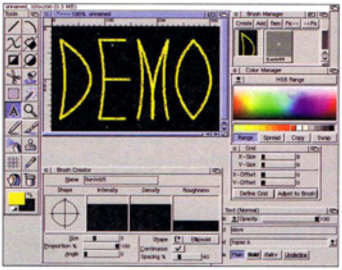
We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

***Amiga Format* (insert name of disk)**
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error the stamps will be returned with a replacement disk.



Try out the very latest – and some say greatest – art package ever seen on the Amiga.



Art Effect

David Taylor introduces a demo of the hot new art package for the Amiga. A real competitor for Photoshop? Find out for yourself.



Does this type of loading screen seem familiar to anyone?

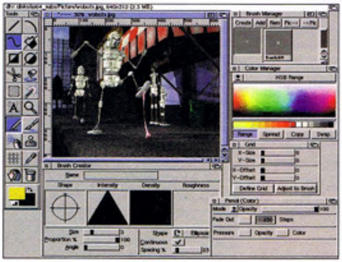
We've seen art programs for the Amiga before but the one about to arrive, doesn't look like any of its predecessors. The reason for the change in style has been the growth of programs like *PhotoShop* on the Mac and PC.

Before you use the program, make sure that you've read the box on installing the software. When you've loaded up the demo, you'll see a familiar looking toolbar. You can create a new picture or load one in, but note that this demo will only load IFFs or JPEGs.

MAKE SOME MAGIC

In this main toolbar are all the usual tools, straight and curved lines, boxes, cut and paste, text, etc. However, there is one special new tool that *Photoshop* users will be used to which we haven't seen before. The magic wand tool, shown, amazingly, by a magic wand, allows you to pick up an element of a picture according to its colour. This means that you can set the tolerance to a level which chooses colours similar to the one you pick, so that you get the whole section of the picture that you want. Given that this program is designed for editing 24-bit pictures, this tool is invaluable because it isn't as if you can pick up just one colour and get it all. There are always shades to include.

Next to the Magic wand icon is a selector icon that allows you to choose just a single part of a picture which you can then edit.



Get started working with brushes when you have the windows open.



There are a range of tools to help you achive what you want.

FILTERS

COLOUR:
- Threshold
- Solarise
- Posterise
- Negative
- Histogram
- Equalisation
- Colourspace
- Processing
- Colour Correction
- Antique

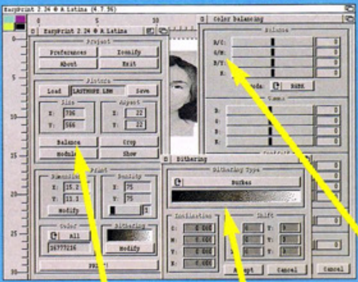
BLUR:
- Smooth
- Gaussian
- Blur
- Sharpen

STYLISE:
- Wax Paint
- Relief
- Oilpaint
- Laplace
- Edge Finder
- Displace Pixel

DISTORTION:
- Twirl
- Curl
- Caricature

PIXELATE:
- Segment Image
- Polar Mosaic
- Mosaic
- Median

OTHER:
- Offset
- Mirror Picture
- Convolve
- BumpMap



The main EasyPrint interface with picture options and access to the other windows.

Adjust the dithering on the picture to get the best from your printer.

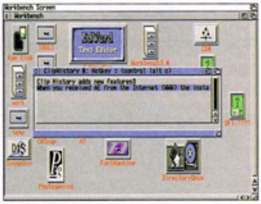
Change the colour settings and balance to compensate for any printer irregularities.

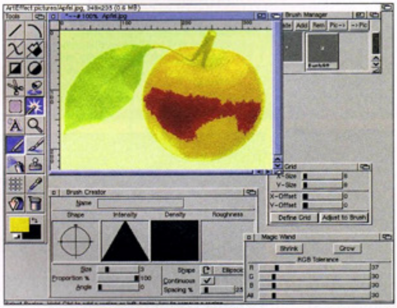
EASY PRINT

This is the latest version of the print enhancement package that allows you to get the best out of your printer by using error diffusion. When the program has loaded, you can open a picture in it and then make any adjustments necessary, such as changing the contrast between colours, changing to greyscale and adjusting the dots per inch.

CLIP HISTORY

When you cut or copy a piece of text in a word processor, the text is stored temporarily in a clipboard. But you can only have one piece of text stored at any time and the text is only available in that application. This utility changes both these restrictions. You can have multiple entries in the clipboard and paste between applications. If you want to use a different clip, select it from the interface and it becomes the current entry in the clipboard.





If you use the magic wand it is possible to pick up similar colours.



Multiple image editing with a CMYK palette requestor.

If you want to wade straight in, it's best if you load in a picture to get started. There are several example pictures included and there is also a picture, created by Chris Banks, saved directly onto the Coverdisk for you to play with. Open up all the windows using the window menu so that you can see some of the other tools at your disposal. Notice that the palette control is quite different to those in other programs. There is even the option to use a CMYK palette – the type used professionally, which other Amiga packages normally omit.

FILTERED OUT

If you have the Brush windows open, then you will see a small rendition of the brush you have selected. You can flip, scale, shear, trim, and adjust perspective on any brush. Any brush can also be taken from the picture or the inverse and a picture can be created from the brush.

Apart from the windows, all the filters are available from the menus. Select a section of a picture to add a filter to and choose a filter from the Filter menu, which is divided into sub menus – see the box. These filters are designed to allow you to retouch pictures or elements. This is ideal for touching up scans or for adjusting pre-made pictures. When you choose a filter to be added, you will see a preview box which shows how the effect will look on the picture. Some filters have degrees of change and you can adjust these until you are happy before adding the change to the image.

As you will have guessed from the fact that the toolbar includes drawing tools, this package is designed for both picture creation as well as processing. *Art Effect* is unique in this respect because it allows you to do more than simply choose the type of brush.

Other packages have allowed you to decide whether you want to simulate a natural brush, like coal, chalk, crayon, or oil colour, by changing mode, opacity, intensity, density, roughness, form, etc of a brush. This should enable you to use a brush ranging through anything from a water colour brush to harsh chalk realistically. However, in addition to this facility, you can now also choose the virtual surface – so you can paint on wood, canvas, stone, etc. with whatever type of brush!

Art Effect is designed to allow Plug-Ins so hopefully, we will see even more features added by third party developers and if you're impressed with the demo version on the Coverdisk and want to get your hands on the full package get hold of a copy from Blittersoft on 01908 261466.

INSTALLING THE SOFTWARE

The Art Effect demo requires a hard drive and so installs directly there. If you don't have the bgui.library installed on your system, then you need to make sure that you copy it over from the directory - you can use the Installer icon. Without it the interface cannot run. Easy Print also requires its own fonts installed on your system before running. Read all the documents for the programs before using them as all the requirements and installation details are included there.

AMIGA FORMAT COVER CD

Worried about how to send in your submissions? Check the submission advice in the Have_a_look_here_first! drawer!

Another month – another CD. Yes, it's that time again as we take you through the wonderworld that is *AF*CD6.

WHAT'S ON THE DISC?

This month seemed a bit lean to start with. There wasn't much new on Aminet, we didn't have very many reader submissions, the gallery was empty and there weren't any commercial demos. But then, all of a sudden, everything turned about. I was inundated with reader submissions from all corners of the globe on a variety of media. To those of you that sent in video backups, please stop because we haven't been able to retrieve a single file from any of them. The video backup system works fine for one machine, but as soon as you start introducing different video recorders, different Amigas and so on, nothing works. As for those of you that sent in EZ drive cartridges, well, this is pretty much the only format we can't handle at the moment, but we'll hold onto your disks for a bit longer since we will be getting an EZ drive just for your submissions.

But it isn't just your contributions that we have filled the disc with this month. There are over 20,000 different files on that shiny silver disc and we would never have the space to explain all the programs on it in these two pages so we'll have to stick to the basics.

First off, you'll notice that there are a few icons missing from the root directory this month. They have been moved to a new drawer called "Have_a_look_here_first!" and, in addition to the familiar assigns icons there is a new drawer in here called Handy Tools. This contains some of the programs we use every day at *Amiga Format*, tools to improve efficiency, add shortcuts and new menus and even allow us to copy text from where we shouldn't be able to. There's even a copy of *ToolManager* already set up with a variety of file viewers like *ViewTek* that you can double click on and get set up.

Also in this drawer you'll find another drawer called "AF_on_the_web". This contains an html document and there are also a few web browsers.

This page will lead you straight to the excellent *Amiga Format web* pages and also those pages belonging to HiSoft and Sadeness and the brilliant Oliver Roberts' Amiga Formula One web site. If you want to see your web pages on forthcoming CDs, then what are you waiting for? Send them in, but remember, the Amiga content has to be pretty high to make the grade.



Every month we get better and better reader contributions to our CD, but don't stop sending them in, we want more, more, MORE!

NOT MORE SURVEYS?

Oh yes indeedy. In our constant bid to improve the CD we want you to send us your thoughts on what we're doing right with it and what we're doing wrong. If you think the balance should be changed on the CD, if you'd rather we just put games that can be booted on the disc, if you'd rather we just had utilities, then let us know. We're not offering a prize for this merely a better CD as a result.

The survey is in the Have_a_look_here_first! drawer and you can email the form to us or edit it, print it out and send it to us.

GENERAL ADVICE

Most of the programs are designed to run straight from the CD, thus saving your hard disk space, but they often need assigns to make them work properly. If you see icons like these two in a drawer you should double click on the one with the arrow pointing to the right before you start using the program, and double click on the icon with the arrow pointing to the left once you've finished with the program.

If there isn't an icon, but the program still asks for assigns, your best bet is to install the rather excellent and terrific *MultiCX* (in the AFCD6:have_a_look_here_first!/Handy_Tools/ drawer) to your hard drive and run the program. One of *MCX*'s abilities is to allow you to assign things on the fly and this can be a big help. It does have a lot of other features though, which is why it is in constant use on my hard drive. Try it out and I think you'll find that you can dump a whole bunch of your other commodities.



AAARGGH!

Many of you had problems with *AF*CD5 which, owing to a miscalculation, won't work on machines that run Commodore's CD file system. Anyone running the *AmiCDFS* on *AF*CD4, 5 or 6 won't have any problems and neither will anyone running the splendid *AsimCDFS* which is available from Blittersoft. Unfortunately, those of you limited to using CD32s or CDTVs as your main machine have no way of changing the CD filesystem. By the time you read this the problem will have been resolved. If you haven't already got a replacement CD then you should contact Ablex at the usual address.

CD WINNERS!

These reader all win £30 for their contributions. Remember, only by sending us your programs, music, games and animations do you stand a chance of winning a similar prize.

- **Richard Lane for his excellent extension to Directory Opus 5, Magnum Opus.**
- **Ian Chisholm for his aptly named target shooting game Target2.**
- **Stephen Devine for his original module called Speak and Spell.**

COVERDISKS

Lucky, lucky you. Not only do you get a CD full of brilliant software, you still get the *Amiga Format* issue 90 coverdisks to boot (well, not boot exactly, you have to extract them to disk, but then you might be able to boot them, I think).

SCREENPLAY

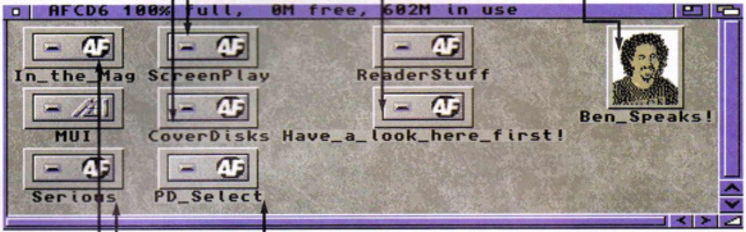
No commercial game demos this month, but if you're a hard drive-owning gamer you'll be delighted at the numerous patches which will allow you to install your games on HD, and all gamers will be pleased at the 1300 cheats on this month's disc.

HAVE A LOOK HERE FIRST

This drawer contains all the stuff you'll need to get started with *AFCD6* – the CD assigns are in this drawer too, together with an animation our Nick has been working on and the *AFCD6* web experience.

READER STUFF

An enormous range of different stuff from our readers this month from 3D models to a guide to the Olympics, from video backdrops to encryption tools. It's all in here with some of the best gallery and music submissions we have ever received.



IN THE MAG

You'll find a complete installation of QDos to accompany Simon Goodwin's article on emulation, together with QL programs and even a C compiler. Other items you'll find in here include the woefully lacking future Workbench pictures (where are your ideas for the next generation Workbench?) and items for the multimedia tutorial.

SERIOUS

The *Art Effect* demo is just one of the superb commercial demos you'll find on this month's CD. There's a wide range of the latest and greatest from Aminet and previews of some of the best CD-ROM titles around. Because one of our readers asked for it, a whole load of stuff dedicated to 3D is in the shareware drawer.

PD SELECT

Over 40Mb of the latest and greatest demos which we are absolutely positive you won't want to spend the time and money downloading, so we've done it for you. Aren't we great?

Where are you?

Since we asked for icons for our CD how many do you think we've had in? One. One, that's all. And you call yourselves *Amiga Format* fans. Come on then, send in your groovy icons to the usual CD submissions address. We'll use any patch required to show them, we'll happily take MWB, NewIcons and any other colour scheme you want to come up with, just so long as they look great. Remember, we want icons for the different drawer types, for different filetypes (animations, pictures, mods, tools, textfiles, samples, worms levels and so on), and for our specific icons like the assigns and prize drawers.

DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self addressed envelope. Return postage will be paid. Ablex Audio Video Limited, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR

A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 2pm and 5pm on Tuesday. Tel: 01225 442244. Fax: 01225 732341. Email: amformat@futurenet.co.uk

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

AMIGA FORMAT COVERDISKS

CAN'T GET YOUR COVER-DISK SOFTWARE WORKING?
CALL
(MON-FRI 2PM-6.30PM)
0191 584 0682



EXTRA!

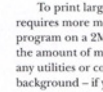
Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.



FINAL WRITER 4 LITE (*AF82*)

If *Final Writer*'s pull-down menus won't pull down it is probably because you are running a menu enhancement commodity (i.e. *MagicMenu*). Such programs don't work correctly with *Final Writer* and should be disabled. In order to print documents it is vital you have the correct printer driver installed in the devs/printers drawer of your Workbench disk and that the driver is selected and configured using the printer prefs utilities. Your Workbench manual describes how to do this.

To print larger documents *Final Writer* requires more memory. If you're using the program on a 2Mb machine, try to maximise the amount of memory available by removing any utilities or commodities running in the background – if you still experience problems, use Workbench's prefs utilities to alter the screen to a lower resolution screenmode. Lastly, it was inadvertently stated that *Final Writer* works on all 2Mb+ Amigas. Sorry, but it's incompatible with old Kickstart 1.2/1.3 machines.

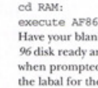


BREED 96 (*AF86*)

If when double clicking the *Install_Breed96* icon you get an error message telling you that the command *IconX* cannot be found don't panic. This doesn't mean that your Coverdisk is faulty, it's just that some earlier versions of the Workbench disk don't contain the *IconX* command. To get around the problem; from Workbench open up a Shell window and type the following lines (pressing return after each):-

```
copy c:execute RAM:
cd RAM:
execute AF86b:Install_Breed96
```

Have your blank formatted disk and your *Breed 96* disk ready and insert the appropriate disk when prompted. Please note that even though the labal for the *Breed 96* disk says "*AF*86a" it is, in reality, disk number *AF*86b.



OCTAMED TUTORIAL (*AF86*)

If you are a Workbench 3 user experiencing problems in trying to read the *OctaMED* tutorial guide document then try changing its icon's default tool from "Amigaguide" to "MultiView". If you are unsure of how to do this don't worry it's not too difficult. Click once on the icon called *OctV3_Tut.Guide*, pull down the "Icons" menu from the menubar at the top of the Workbench screen and select the "Information" menu item. This will bring up a window, in which halfway down you will see the words "Default Tool:" followed by a small box containing the word "Amigaguide", clicking in this box will give you a text cursor, now using the backspace and del key erase completely the word "Amigaguide" and type in the word "MultiView", press return then click on the Save gadget (bottom left corner). It's worth remembering that the same solution should work for other Coverdisk document files that try to load tools (e.g. *Muchmore*) that you don't have.



TYPESMITH (*AF87*)

We apologise to any readers with older machines who have had problems with this disk. We failed to state clearly, that unfortunately *TypeSmith* is incompatible with old Kickstart 1.2/1.3 machines.

MISSING TOOLS?

A common problem is that not everyone's Workbench disk has a copy of the Amiga *Installer* tool on it. Once unpacked, some Coverdisk software needs "installing" before it can be properly used. The authors often include a script that will copy the required libraries, fonts etc. to the correct place on your system. The icon for the script is usually a picture of a floppy disk with a wire and plug coming out of it. If you get an error message *Unable to open your tool 'Installer'* when you double-click such icons there is a solution. You need to find and then copy the *Installer* tool from another disk to your Workbench floppy disk or Workbench hard disk partition. If you are using floppies then use a copy of the Workbench disk and not the original, also you may need to make some space on your copy of Workbench by deleting some non-essential tools such as the clock, calculator etc.

The *Amiga Format* Coverdisk 79a, *Digita Organiser 2* demo and the AF Coverdisk 88a, *X-DVE*, both have the *Installer* tool on them. If you don't have either of these Coverdisks then try searching for *Installer* on disks belonging to other applications that you own, especially paint programs and word processors etc.

Installer doesn't usually have an icon and is often in a drawer such as the C drawer which itself rarely has an icon. So when looking for it make sure that you switch on Show:All Files from the Workbench Window menu for every disk and drawer you look through. When you find *Installer* simply copy it by dragging its icon into the Utilities or C drawer of your Workbench.

GENERAL PROBLEMS

The most common problems are Read/Write or Checksum errors which occur during the decompression process. It is important to note which disk is in the drive when such errors occur – is it the Coverdisk or one of your own disks? If it's one of your own disks then that's the disk with the problem. Did you format your blank disks correctly? Try re-formatting them and do a full format not just a quick format, use the verify option and make sure you format from your Workbench, not from utilities like *X-Copy*. Disable *Directory Caching*, *Trashcan* and *International Mode*. Don't decrunch to HD (High Density) disks as these can be unreliable. **Always write protect and back up your Coverdisk *before* you use it.**

FAULTY DISK?

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly. If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to the duplicators for a replacement at the following address:

AF DISK NUMBER XX
TIB PLC
TIB HOUSE
11 EDWARD STREET
BRADFORD BD4 7BH

This includes any system messages you may get saying: **"Read/write error"**, "**Disk invalidated**" and "**Checksum Error**". In this case, the disk has been damaged and needs to be replaced.

When the going gets tough...

Amiga Format goes shopping!

Where do you go to buy all your Amiga gear? Where can you try out software before you buy it? Where can you discover just what a difference an accelerator card will make? Next month *Amiga Format* embarks on a special mission to find an Amiga retailer in *your* area.



PLUS!

On next month's Coverdisk we will have the full version of the rather excellent DataChrome, plus ACE 2.4 – a brand new version of the complete Amiga BASIC solution.

December Issue On Sale Thursday, 24th October





















ACCELERATORS

FALCON BOARDS

FALCON 68040RC 25MHZ	£279.95
4MB SIMM	£49.95
8MB SIMM	£99.95
16MB SIMM	£189.95
FALCON NO CPU	£349.95
SCSI ADAPTOR	£29.95

ALL FALCON'S COME COMPLETE WITH A COOLING FAN

VIPER BOARDS

The Viper 33 can have up to 128MB RAM installed, full Kickstart remapping, optional SCSI-II adaptor, on-board battery backed clock, 68882 co-processor optional, instruction and data burst modes.

VIPER 33 MKII BARE	£129.95
VIPER 33 MKII 2MB	£149.95
VIPER 33 MKII 4MB	£159.95
VIPER 33 MKII 8MB	£189.95
VIPER 33 MKII 16MB	£239.95
VIPER 33 MKII SCSI ADAP.	£69.95

The Blizzard 50 can have up to 128MB RAM installed, and the same features as the Viper 28.

BLIZZARD 50 BARE	£159.95
BLIZZARD 50 2MB	£189.95
BLIZZARD 50 4MB	£209.95
BLIZZARD 50 8MB	£239.95
BLIZZARD 50 16MB	£289.95

CO-PROCESSORS

FPU's complete with crystal. State for Blizzard compatibility.

20MHZ FPU PLCC	£20.95
33MHZ FPU PLCC	£39.95
40MHZ FPU PLCC	£60.95
50MHZ FPU PGA	£79.95
VIPER MK1 SCSI-ADAPTOR	£79.95

A500 68020EC

A 68020EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit up to 4MB FastRAM and is fully auto-config

Not compatible with GVP HD

A500 68020EC 0MB RAM	£99.95
A500 68020EC 4MB RAM	£189.95

ACCELERATORS

GVP 68060/68040

A 68060 accelerator board for the A2000/4000 running at 50MHZ and allowing up to 128MB of user installable memory and a SCSI-2 hard disk controller.

A2000 68040 25MHz	£489.95
A2000 68040 40MHz	£589.95
A2000 68060 (0MB RAM)	£699.95
A4000 68060 (0MB RAM)	£799.95
4MB STANDARD ADD	£99.95
4MB GVP RAM ADD	£159.95

TURBO BOARDS

Performance 10 times of a standard A600 68020 CPU clocked at 28MHZ, 68882 FPU clocked at 28MHZ up to 8MB FastRAM, autoconfiguring socket for 72-pin SIMM.

TURBO 620	£119.95

Performance 25 times of a standard A1200 68040 CPU with 25MHZ. Up to 32MB FastRAM, autoconfiguring socket for 72-pin SIMM.

TURBO 1240 25MHz	£279.95

Performance 40 times of a standard A1200 68060 CPU with 50MHZ. Up to 32MB FastRAM, autoconfiguring socket for 72-pin SIMM.

TURBO 1260	£569.95

Performance 3 times of a A4000/040, suitable for the A3000 and A4000. 68040 CPU with 40MHZ, up to 128MB FastRAM, autoconfiguring 4 sockets for 72-pin SIMM. Specify desktop or tower version.

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TURBO 4060	£699.95

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STORAGE

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ZIP DRIVE INC. SQUIRREL	£219.95
100MB DISKETTE	£19.95

*REQUIRES SQUIRREL SCSI INTERFACE

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External IDE hard disk for the A500 comes complete with an internal ROM switcher, and upgradable to 4MB RAM

M-TEC AT500 BARE	£99.95

PLEASE CALL FOR HD SIZES
REQUIRES 30-PIN SIMMS

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STORAGE

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Backup to 520MB onto a 4hr VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.

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VIDEO BACKUP PHONO	£29.95
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A1200 8MB RAM card which uses 1 x 32 SIMMs and is PCMCIA friendly.

PC1208 BARE	£55.95
PC1208 4MB	£84.95
PC1208 8MB	£114.95

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MINI MEGACHIP 1MB	£99.95

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4MB 30-PIN	£29.95
4MB 72-PIN	£29.95
8MB 72-PIN	£59.95
16MB 72-PIN	£109.95
32MB 72-PIN	£199.95

A500 MEMORY

A500 512K WITHOUT CLOCK	£19.95
A500 512K WITH CLOCK	£29.95
A500 2MB TRAPDOOR RAM	£89.95
A500+ 1MB	£29.95

A600 MEMORY

A600 1MB WITHOUT CLOCK	£29.95
A600 1MB WITH CLOCK	£39.95

GVP RAM

4MB GVP RAM	£159.95
16MB GVP RAM	£459.95

CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-1 and SCSI-2 interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-Plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

A600/1200 x2 SPEED	£169.95
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SX-32

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CD32 32-bit and CD-ROM	£99.95











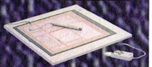
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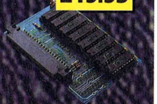
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Zorro II card that provides an additional serial port, parallel port and connection for optional RS422 and RS232 port.

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MODEMS

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ROM SHARE DEVICE	£19
2.04 ROM CHIP	£25
HEAVY DUTY 200w PSU	£49.95

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Fortress of Eve – try out the demo version of the latest in the long line of cult Valhalla classics

There are over 40Mbs of your contributions on this month's CD – if your work is on here, you may have won a prize!

ON THIS ISSUE'S CD



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